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* PLAY Magazine, October 2006



Stereotypes surrounding tattoos are partly rooted in historical associations with criminality. In ancient China, marking offenders' faces with permanent ink was considered one of the "Five Punishments" alongside execution and amputation.

Gareth Davey, a visiting professor at China's Yunnan Normal University who studies the country's tattoo culture, explained that stigma also stems from Confucian values.

"In Confucianism, conserving the skin and body inherited from parents was an exemplar of filial piety, and deemed necessary for a civilized society," he said in an email interview, "whereas tattooing signified an uncivilized practice and a failure to uphold family duties."

Wearing pride: Centuries-old Chinese fashion is making a comeback

He added that tattooing is more stigmatized in China than the West because "people value doing what is best for society and fulfilling obligations in social relationships."

A form of self-expression

Despite official disdain, more young people are getting inked today than ever before, according to Chen Jie, who started her own tattoo studio in Beijing in 2005. While her clientele was once predominantly male, she now sees a growing number of Chinese women — for whom social stigmas are often far stricter — at her studio in the capital's bustling Sanlitun neighborhood.

"(Chinese society) is becoming more open, with so much new information now available to us thanks to the internet," she said in a phone interview. "People used to link tattoos with thugs and gangs but now it has become a culture that's associated with being cool."



“It seems to me that is relevant” to the dispute before the DC court, said Court of Appeals Judge Loren AliKhan, pushing back.

The legal saga around Carroll’s 2019 defamation lawsuit has landed before DC’s highest local court after Trump secured a partial victory from the 2nd US Circuit Court of Appeals. The Second Circuit said Trump could potentially be shielded from Carroll’s lawsuit because he made the statements while he was president.

But the federal appeals panel asked the DC court to analyze whether, under DC employment law, his comments against Carroll were being made as part of his official duties as president.

The Justice Department is siding with Trump, having intervened toward the end of his administration with a maneuver that would effectively force the lawsuit’s dismissal. The lawsuit stems from Trump’s 2019 response to Carroll’s allegations, when – in a sensational press statement and in several rounds of comments to reporters – he said, among other things, she was not his “type,” while suggesting she was being paid off by Democrats.

Several judges on the DC Court of Appeals expressed reluctance on Tuesday to say whether Trump’s conduct fell within the scope of his employment. Multiple members of the court pointed to the lack of a full factual record before them, suggesting that a jury would be best equipped to make the determination.

“We don’t have any facts in this case,” Judge Catharine Easterly told Mark Freeman, a DOJ attorney arguing Tuesday. “We only have a bare complaint.”

Judge Joshua Deahl put forth a hypothetical: What if discovery turned up facts showing Trump’s presidential advisers told him not to respond but that he decided to go scorched earth on Carroll anyway?

“If you think the motivation Is 99.99% personal but .01% in the interest of the employer,” Easterly asked Habba, does that put it “in the scope-of-employment box?”

But the court also balked at some of the arguments being made by Carroll’s attorneys. Deahl presented Carroll attorney Joshua Matz a flip-side hypothetical, where discovery showed Trump had been told by his White House advisers that he needed to discredit Carroll in order to govern effectively.



employee and the employer were in agreement that the conduct fell within the scope of employment and the plaintiff was arguing that it did not.

Attorney General Merrick Garland has attracted scrutiny for maintaining the position – first set out under Attorney General William Barr – that the comments were part of Trump's presidential conduct and thus he should be immune from the litigation.

In briefs filed recently with the DC Court of Appeals, the DOJ said Trump's remarks were "without question unnecessary and abhorrent" but argued that, because engaging with the press was part of his job as president, he should not be personally liable for them.

Carroll, in her briefs, is asking the DC court to reject the "categorical rule" being put forward by DOJ and Trump "that whenever an elected official speaks publicly on any matter of public concern, he is acting within the scope of his employment.



Zhao Xiang, a postdoctoral researcher at Sweden's Orebro University who has extensively studied Chinese tattoo culture, said that today's young people are more likely to get tattoos as a form of self-expression. "Today, people want to see more diversity and individuality," he said over the phone. "They like the spirit of individualism rather than a collective spirit."

Legal uncertainty

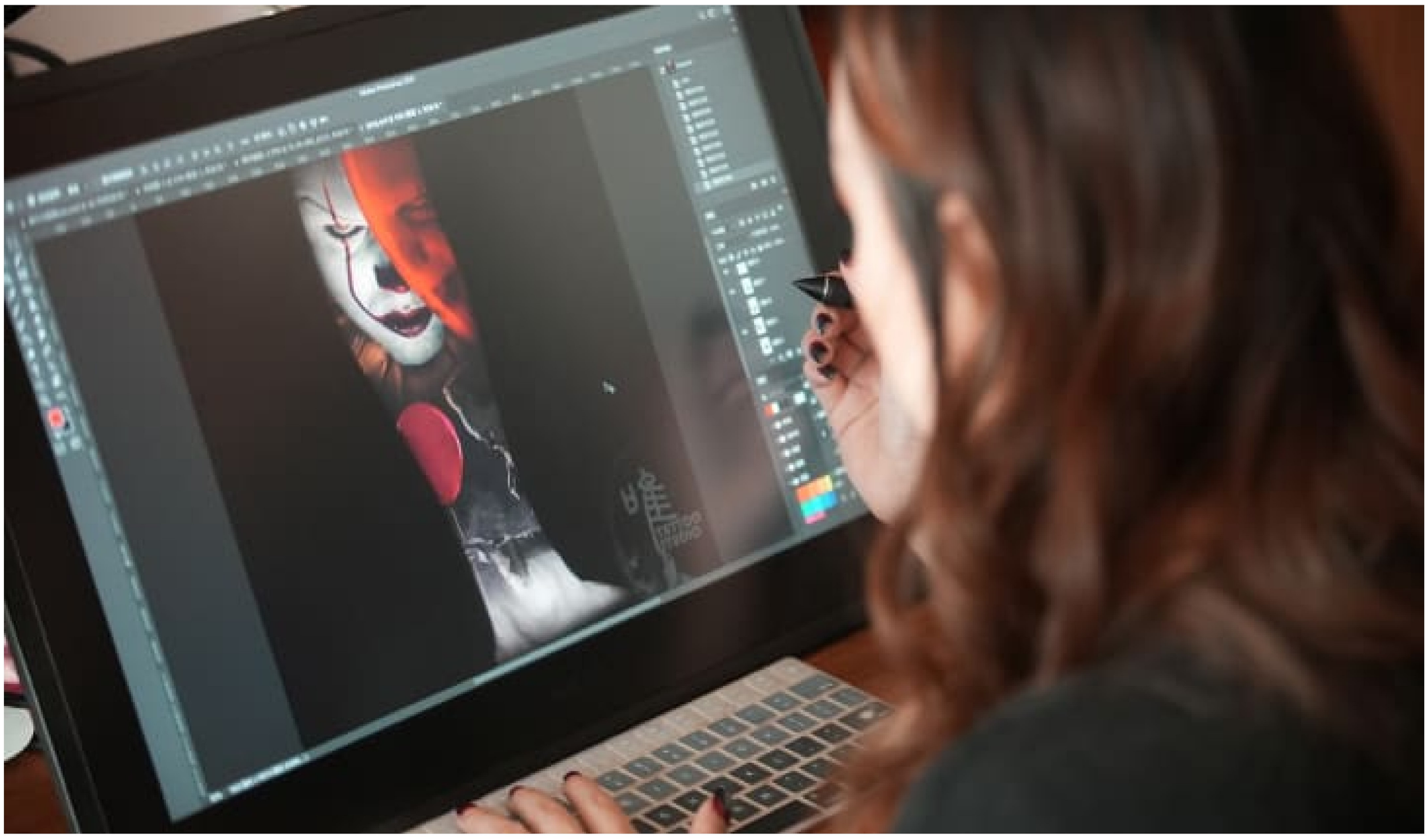
There is no official licensing system for tattoo artists in China. As such, the industry exists in a legal gray area whereby studios operate without supervision or inspections into their safety, hygiene or aftercare practices.

"It's still kind of a 'half-underground' situation," said Song Jiayin, who owns an all-female tattoo studio in Beijing.Zhao Xiang, a postdoctoral researcher at Sweden's Örebro University who has extensively studied Chinese tattoo culture, said that today's young people are more likely to get tattoos as a form of self-expression. "Today, people want to see more diversity and individuality," he said over the phone. "They like the spirit of individualism rather than a collective spirit."

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Body artists face similar legal uncertainties in South Korea — and, until a 2020 supreme court ruling, Japan — where it is technically illegal for anyone other than a medical professional to carry out tattoos. Yet, China's National Health Commission stated in 2009 that tattooing should not be listed as a medical cosmetic procedure, while the country's Ministry of Commerce has also said that invasive skin operations are not considered part of the beauty sector.

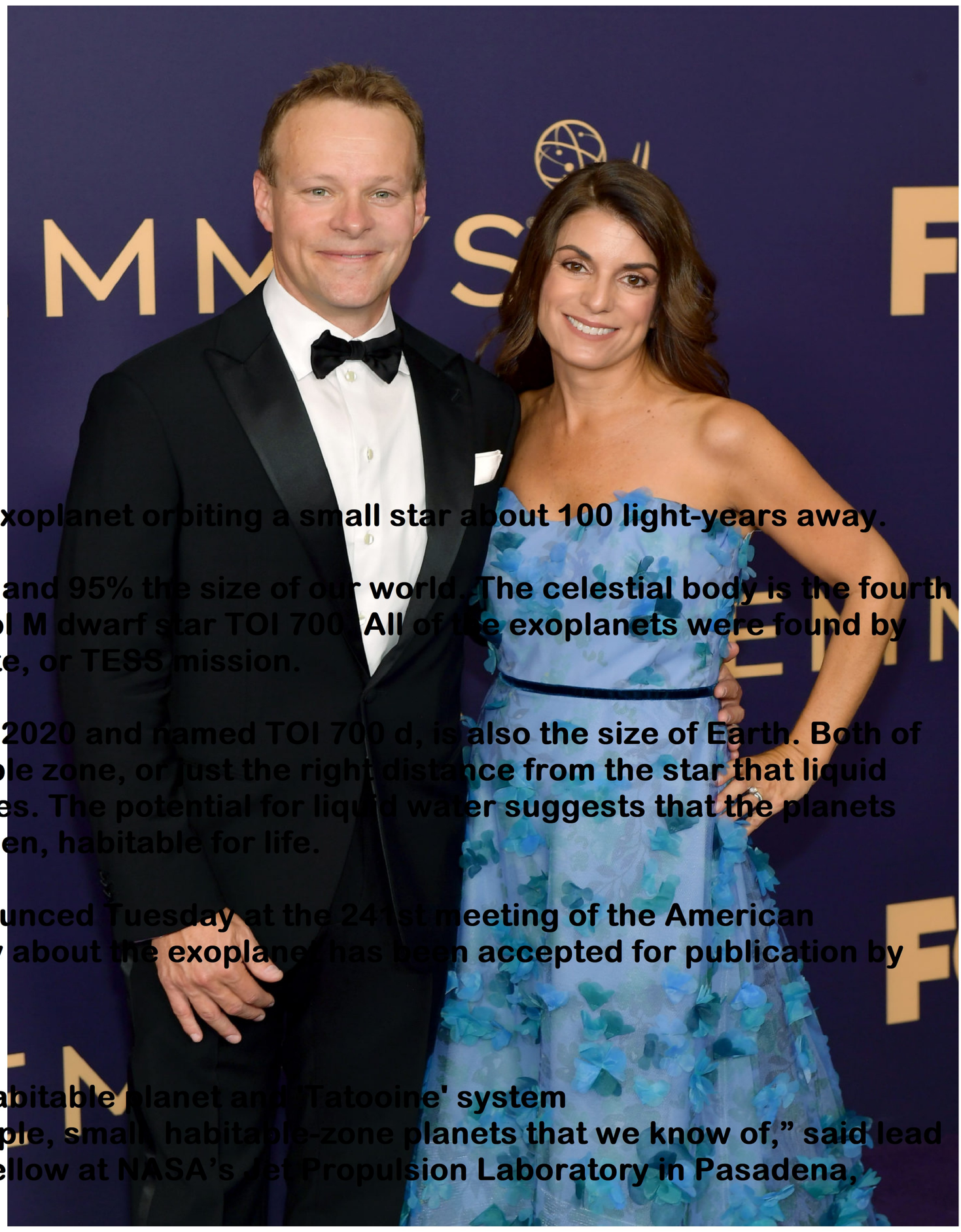
"Nobody is clear whether (tattooing) is under the legal provision of the beauty industry or the medical industry," said Örebro University's Zhao, adding that this ambiguity extends to clients, too. "If you look closely at the laws and regulations, you may not dare to get a tattoo because, if you end up in some legal dispute, you simply have no place to go to defend your rights."

This 'imperfect' virtual influencer is challenging beauty standards in China

In the months since the ban on inking minors came into effect, several "public interest" cases have been filed by state prosecutors, resulting in fines for tattoo artists. In December, for example, a Shanghai court fined one person 5,000 yuan ($739) for inking a 17-year-old, while a court in Lhasa in Tibet ordered another artist to pay 10,000 yuan ($1,477) to a tattooed minor for "psychological damage."

The seemingly wide range of government agencies involved in enforcing the ban has only added to the confusion, said Zhao, and the latest restrictions are unlikely to be the last.

"There are just campaign-style bans coming one after another," he added.



NN

A NASA mission has spotted an Earth-size exoplanet orbiting a small star about 100 light-years away.

The planet, named TOI 700 e, is likely rocky and 95% the size of our world. The celestial body is the fourth planet to be detected orbiting the small, cool M dwarf star TOI 700. All of the exoplanets were found by NASA's Transiting Exoplanet Survey Satellite, or TESS mission.

Another planet in the system, discovered in 2020 and named TOI 700 d, is also the size of Earth. Both of these exoplanets exist in their star's habitable zone, or just the right distance from the star that liquid water might potentially exist on their surfaces. The potential for liquid water suggests that the planets themselves could be, or might once have been, habitable for life.

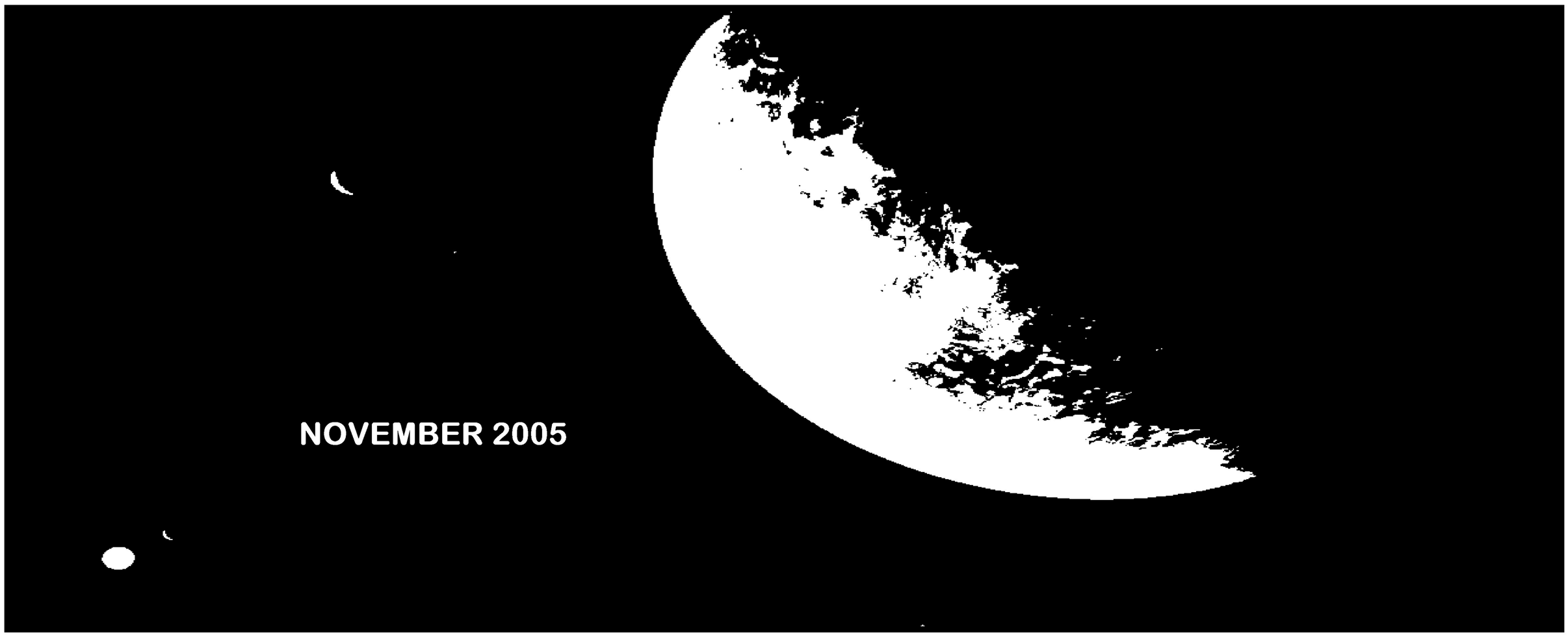
The discovery of the fourth planet was announced Tuesday at the 241st meeting of the American Astronomical Society in Seattle, and a study about the exoplanet has been accepted for publication by The Astrophysical Journal Letters.

02 expolanets gallery 0105
TESS mission spots Earth-size potentially habitable planet and 'Tatooine' system
"This is one of only a few systems with multiple, small, habitable-zone planets that we know of," said lead study author Emily Gilbert, a postdoctoral fellow at NASA's Jet Propulsion Laboratory in Pasadena, California, in a statement.

"That makes the TOI 700 system an exciting prospect for additional follow-up. Planet e is about 10% smaller than planet d, so the system also shows how additional TESS observations help us find smaller and smaller worlds."

Small, cool M dwarf stars like TOI 700 are common in the universe, and many have been found to host exoplanets in recent years, like the TRAPPIST-1 system and its seven exoplanets that the James Webb Space Telescope will observe.

Closest to the star is TOI 700 b, which is 90% of Earth's size and completes one rapid orbit around the star every 10 Earth days. Then there's TOI 700 c, which is 2.5 times bigger than our planet and finishes one orbit around the star every 16 days. These planets are both likely tidally locked, meaning they always show the same side to the star — much like how the same side of the moon always faces Earth.



Weird and wonderful planets beyond our solar system

1 of 30
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CNN
—
A NASA mission has spotted an Earth-size exoplanet orbiting a small star about 100 light-years away.

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NOVEMBER 2006



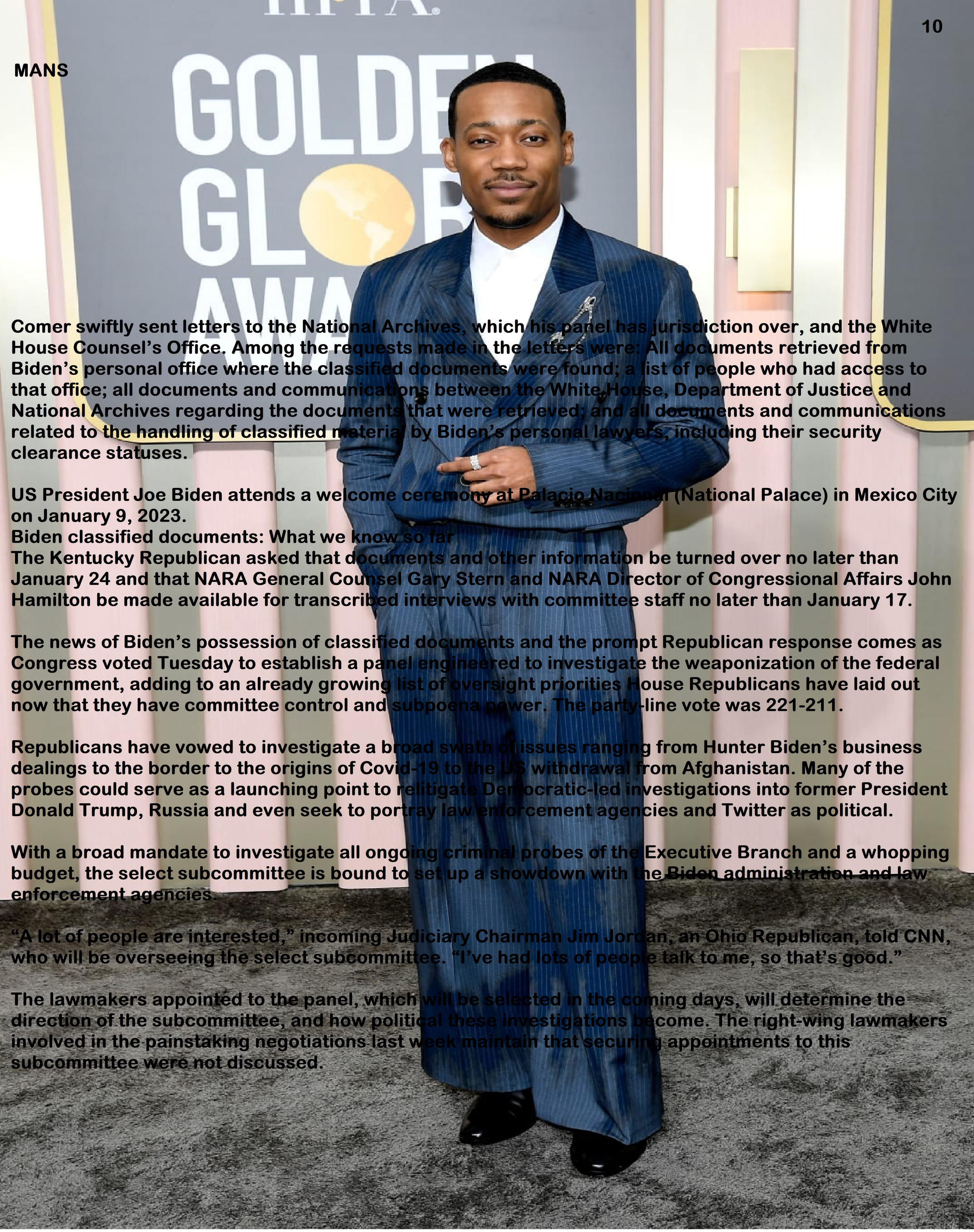
After a year off air amid a boycott by studios and celebrities, the Golden Globe Awards returned to TV screens Tuesday — and the stars also flocked back to LA's Beverly Hilton in style.

The ceremony serves as a bellwether not only for who will win Oscars in March, but for the fashion trends we can expect to see throughout awards season.

Plenty of attendees arrived in black and gothic-inspired outfits, from Selena Gomez's dramatic Valentino gown to the lace cape that Jamie Lee Curtis wore over her strapless jumpsuit (also by the Italian label). Liza Koshy and actor Paige Butcher were among the other stars opting for dark lace ensembles.

But there were pops of color — and an abundance of ruffles and sparkling sequins, too. Laverne Cox wowed in a vintage John Galliano gown and Julia Garner was one of several stars to wear powdery pink, as she arrived in a three-tiered Gucci design. With organizers this year rolling out a gray carpet, Lily James and "Top Gun: Maverick" actor Monica Barbaro both took the opportunity to wear eye-catching red gowns.

MANS



Comer swiftly sent letters to the National Archives, which his panel has jurisdiction over, and the White House Counsel's Office. Among the requests made in the letters were: All documents retrieved from Biden's personal office where the classified documents were found; a list of people who had access to that office; all documents and communications between the White House, Department of Justice and National Archives regarding the documents that were retrieved; and all documents and communications related to the handling of classified material by Biden's personal lawyers, including their security clearance statuses.

US President Joe Biden attends a welcome ceremony at Palacio Nacional (National Palace) in Mexico City on January 9, 2023.
Biden classified documents: What we know so far
The Kentucky Republican asked that documents and other information be turned over no later than January 24 and that NARA General Counsel Gary Stern and NARA Director of Congressional Affairs John Hamilton be made available for transcribed interviews with committee staff no later than January 17.

The news of Biden's possession of classified documents and the prompt Republican response comes as Congress voted Tuesday to establish a panel engineered to investigate the weaponization of the federal government, adding to an already growing list of oversight priorities House Republicans have laid out now that they have committee control and subpoena power. The party-line vote was 221-211.

Republicans have vowed to investigate a broad swath of issues ranging from Hunter Biden's business dealings to the border to the origins of Covid-19 to the US withdrawal from Afghanistan. Many of the probes could serve as a launching point to relitigate Democratic-led investigations into former President Donald Trump, Russia and even seek to portray law enforcement agencies and Twitter as political.

With a broad mandate to investigate all ongoing criminal probes of the Executive Branch and a whopping budget, the select subcommittee is bound to set up a showdown with the Biden administration and law enforcement agencies.

"A lot of people are interested," incoming Judiciary Chairman Jim Jordan, an Ohio Republican, told CNN, who will be overseeing the select subcommittee. "I've had lots of people talk to me, so that's good."

The lawmakers appointed to the panel, which will be selected in the coming days, will determine the direction of the subcommittee, and how political these investigations become. The right-wing lawmakers involved in the painstaking negotiations last week maintain that securing appointments to this subcommittee were not discussed.



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MATURE 17+ M CONTENT RATED BY ESRB

Mature Humor
Partial Nudity
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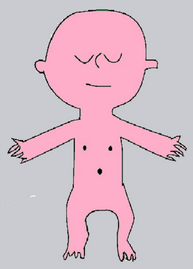
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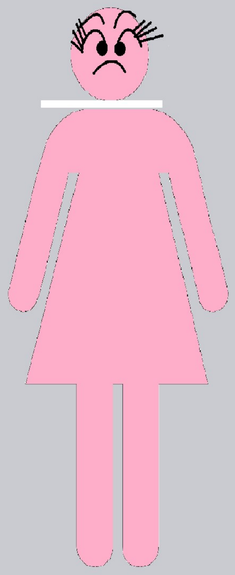
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queen

Gender

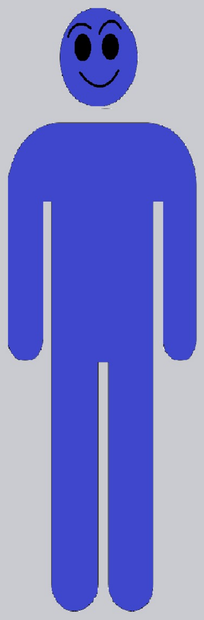


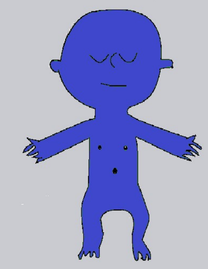




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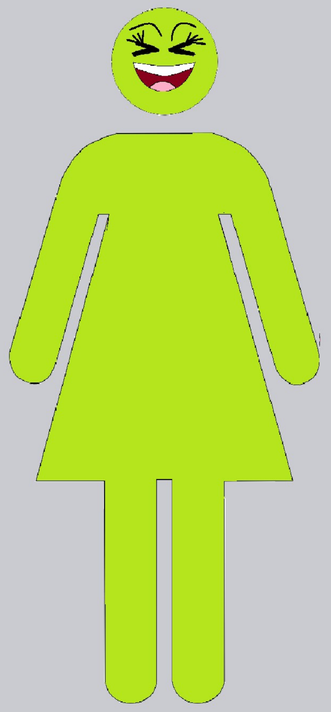




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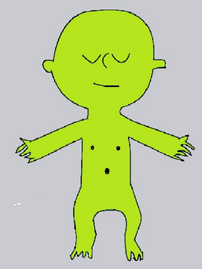


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When were the documents found?
The documents were found in early November – a week before the midterm elections – by Biden's attorneys.

How did the public find out about the existence of these documents?
CBS News reported Monday that Attorney General Merrick Garland assigned a prosecutor, the US Attorney in Chicago, to review the documents.

Why wasn't the discovery announced sooner?
It technically wasn't announced at all. CBS's report on the involvement of the US Attorney in Chicago was the first public word about these documents. It's not clear if their discovery will lead to any official action, court case or report.

Who found the documents?
Attorneys for the president found the documents as they were closing down the office he used in Washington, DC, according to Sauber. That's an important distinction with the Trump classified document situation. Biden's private attorneys found the documents and then notified the National Archives. For Trump, the National Archives spent more than a year pursuing documents from his time as president and pursued legal avenues all the way up to the Supreme Court.

What's the nature of the documents that were found?
There were fewer than a dozen documents found and Sauber said they "appear to be Obama-Biden administration records."

For comparison, Trump refused to turn over hundreds of documents marked either secret or top secret.

Gangel and CNN's Marshall Cohen reported Tuesday that, according to one source, the Biden documents covered topics including Ukraine, Iran and the United Kingdom.



A version of this story appears in CNN's What Matters newsletter. To get it in your inbox, sign up for free here.

CNN

—

The discovery of documents with classified markings in a Washington, DC, office used by President Joe Biden after his time as vice president might have been a relatively small story that got little attention.

But it is a very big deal in large part because former President Donald Trump, who wants to run against Biden in 2024, waged and lost a public war against the National Archives over presidential documents.

The circumstances of the classified documents apparently kept by the two men appear to be so different as to defy comparison, as CNN's Stephen Collinson notes, although at the very least, it's not a good look for Biden's lawyers to have discovered any classified documents at his former office.

Back in September, Biden said Trump's treatment of documents was "totally irresponsible."

Responding to a "60 Minutes" question about an image of classified documents spread across the floor at Trump's Mar-a-Lago resort, Biden said his reaction was: "How that could possibly happen. How one – anyone could be that irresponsible. And I thought, 'What data was in there that may compromise sources and methods?' By that I mean, names of people who helped or th– et cetera. And it just– totally irresponsible."

Now he will have to answer questions about his own treatment of documents.

While Biden's lawyers quickly turned the few classified documents they discovered over to the National Archives and Records Administration, areas of Trump's primary residence at Mar-a-Lago were searched by the FBI last summer after he misled and stonewalled about the existence of boxes of documents.

Both men's treatment of classified documents is now under active investigation by lawyers from Department of Justice.

Here's what we know so far about the Biden classified documents and what happens next. Much of this comes from reporting by CNN's Jamie Gangel and from a statement by Richard Sauber, special counsel to the president.

Where were the documents found?
They were discovered in a locked closet in an office used by Biden as part of his relationship with the University of Pennsylvania. The Penn Biden Center for Diplomacy and Global Engagement is the University of Pennsylvania's home in Washington, DC, and it opened with a ribbon cutting in 2018 in a building across Constitution Avenue from the US Senate, where Biden spent much of his career. Biden was an honorary professor at the University of Pennsylvania from 2017 to 2019.

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NOVEMBER 2006





Where are the documents now?

Biden's attorneys immediately informed the National Archives and turned them over to Archives officials the next day, according to CBS.

What is the National Archives' view?

The Archives has not yet issued a public statement, but Gangel's source told her the Archives views the situation as a mistake.

What is Biden saying?

Biden said he was "surprised to learn there were any government records that were taken there to that office," in response to a reporter's question at a news conference in Mexico City, where he was attending a trilateral summit with the leaders of Mexico and Canada.

He emphasized that he does not know what is in the documents that were found in the office. Neither Biden nor his White House legal team reviewed them before they were given to the National Archives.

The president said his attorneys "did what they should have done" by immediately calling the Archives.

"People know I take classified documents, classified information seriously," Biden added, saying that the documents were found in "a box, locked cabinet – or at least a closet."

What has the Republican response been?

Rep. James Comer, the Kentucky Republican who now chairs the House Oversight Committee, sent letters to the White House Counsel's Office and the National Archives in what represents the opening salvo by Republican-led congressional investigations into Biden's handling of classified material.

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Where are the documents now?

Biden's attorneys immediately informed the National Archives and turned them over to Archives officials the next day, according to CBS.

What is the National Archives' view?

The Archives has not yet issued a public statement, but Gangel's source told her the Archives views the situation as a mistake.

What is Biden saying?

Biden said he was "surprised to learn there were any government records that were taken there to that office," in response to a reporter's question at a news conference in Mexico City, where he was attending a trilateral summit with the leaders of Mexico and Canada.

He emphasized that he does not know what is in the documents that were found in the office. Neither Biden nor his White House legal team reviewed them before they were given to the National Archives.

The president said his attorneys "did what they should have done" by immediately calling the Archives.

"People know I take classified documents, classified information seriously," Biden added, saying that the documents were found in "a box, locked cabinet – or at least a closet."

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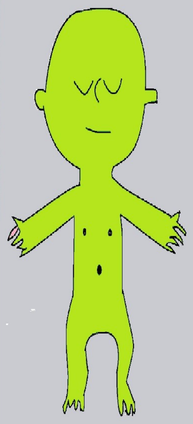
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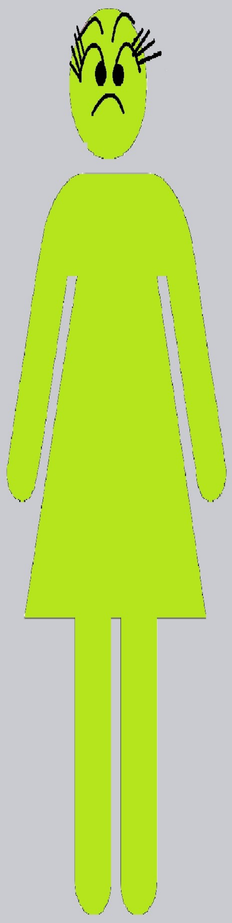
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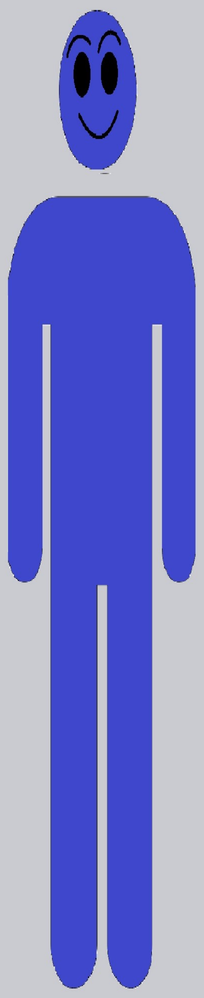


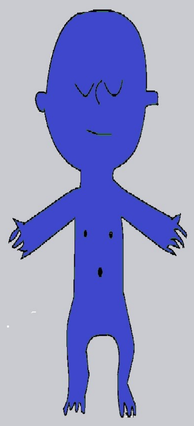




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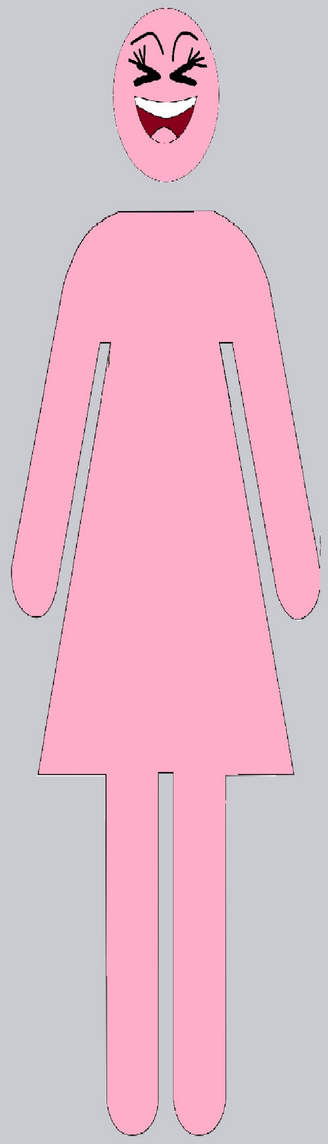
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Manhattan (/mænˈhætən, mən-/), known regionally as The City,[1] is the most densely populated and geographically smallest of the five boroughs of New York City. The borough is also coextensive with New York County, one of the original counties of the U.S. state of New York. Located near the southern tip of New York State, Manhattan is based in the Eastern Time Zone and constitutes both the geographical and demographic center of the Northeast megalopolis and the urban core of the New York metropolitan area, the largest metropolitan area in the world by urban landmass.[8] Over 58 million people live within 250 miles of Manhattan,[9] which serves as New York City's economic and administrative center, cultural identifier,[10] and the city's historical birthplace.[11] Manhattan has been described as the cultural, financial, media, and entertainment capital of the world,[12][13][14][15] is considered a safe haven for global real estate investors,[16] and hosts the United Nations headquarters.[17] New York City is the headquarters of the global art market, centered in Manhattan.[18]

Situated on one of the world's largest natural harbors, the borough consists mostly of Manhattan Island, bounded by the Hudson, East, and Harlem rivers along with several small adjacent islands, including Roosevelt, U Thant, and Randalls and Wards Islands. Manhattan additionally contains the small neighborhood of Marble Hill on the U.S. mainland, which is separated from Manhattan Island by the Harlem Ship Canal and was later connected using landfill to the Bronx. Manhattan Island is divided into three informally bounded components, each cutting across the borough's long axis: Lower, Midtown, and Upper Manhattan.

Anchored by Wall Street in the Financial District of Lower Manhattan, New York City has been called both the most economically powerful city and the leading financial center of the world,[19][20][21][22] and Manhattan is home to the world's two largest stock exchanges by total market capitalization, the New York Stock Exchange and Nasdaq.[23][24] Many multinational media conglomerates are based in Manhattan, and the borough has been the setting for numerous books, films, and television shows. Manhattan real estate is among the most expensive in the world, with the value of Manhattan Island, including real estate, estimated to exceed US$3 trillion in 2013;[11][25] median residential property sale prices in Manhattan approximated US$1,600 per square foot ($17,000/m2) as of 2018,[26] with Fifth Avenue in Midtown Manhattan commanding the highest retail rents in the world, at US$3,000 per square foot ($32,000/m2) per year in 2017.[27] In 2022, the average monthly apartment rent in Manhattan climbed over US$5,000.00 for the first time.[28]

The area of Manhattan was originally part of Lenape territory.[29] European settlement began with the establishment of a trading post founded by colonists from the Dutch Republic in 1624 on Lower Manhattan; the post was named New Amsterdam in 1626. The territory and its surroundings came under English control in 1664[30] and were renamed New York after King Charles II of England granted the lands to his brother, the Duke of York.[31] New York, based in present-day Manhattan, served as the capital of the United States from 1785 until 1790.[32] The Statue of Liberty in New York Harbor greeted millions of immigrants as they came to America by ship in the late 19th century[33] and is a world symbol of the United States and its ideals of liberty and peace.[34] Manhattan became a borough during the consolidation of New York City in 1898.

New York County is the smallest county by land area in the contiguous United States, as well as the most densely populated U.S. county.[35] Manhattan is one of the most densely populated locations in the world, with



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This article is about the New York City borough. For other uses, see Manhattan (disambiguation).
Manhattan
New York County, New York
Borough and county
Midtown Manhattan, the world's largest central business district
Midtown Manhattan, the world's largest central business district
Flag of Manhattan
Flag
Official seal of Manhattan
Seal
Etymology: Lenape: Manaháhtaan (the place where we get bows)
Nickname: The City[1]
Wikimedia | © OpenStreetMap
Interactive map outlining Manhattan
The Financial District of Lower Manhattan including Wall Street, the world's principal financial center[2]
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Manhattan is located in New YorkManhattanManhattan
Location within the State of New York
Show map of New York
Show map of the United States
Show map of North America
Show all
Coordinates: 40°47′N 73°58′WCoordinates: 40°47′N 73°58′W
Country United States
State New York
County New York County (coterminous)
City New York City
Settled 1624
Government
• Type Borough (New York City)
• Borough President Mark Levine (D)
— (Borough of Manhattan)
• District Attorney Alvin Bragg (D)
— (New York County)
Area[3]
• Total 33.58 sq mi (87.0 km2)
• Land 22.83 sq mi (59.1 km2)
• Water 10.76 sq mi (27.9 km2) 32%
Dimensions—width at 89th Street, widest
• Length 13 mi (21 km)
• Width 2.3 mi (3.7 km)
Highest elevation[4] 265 ft (81 m)
Population (2020)[6]
• Total 1.694.251



In 1524, Florentine explorer Giovanni da Verrazzano – sailing in service of King Francis I of France – became the first documented European to visit the area that would become New York City. Verrazzano entered the tidal strait now known as The Narrows and named the land around Upper New York Harbor New Angoulême, in reference to the family name of King Francis I that was derived from Angoulême in France; he sailed far enough into the harbor to sight the Hudson River, which he referred to in his report to the French king as a "very big river"; and he named the Bay of Santa Margarita – what is now Upper New York Bay – after Marguerite de Navarre, the elder sister of the king.[63][64]

It was not until the voyage of Henry Hudson, an Englishman who worked for the Dutch East India Company, that the area was mapped.[65] Hudson came across Manhattan Island and the native people living there in 1609, and continued up the river that would later bear his name, the Hudson River, until he arrived at the site of present-day Albany.[66]

A permanent European presence in New Netherland began in 1624, with the founding of a Dutch fur trading settlement on Governors Island. In 1625, construction was started on the citadel of Fort Amsterdam on Manhattan Island, later called New Amsterdam (Nieuw Amsterdam), in what is now Lower Manhattan.[67][68] The 1625 establishment of Fort Amsterdam at the southern tip of Manhattan Island is recognized as the birth of New York City.[69]

According to a letter by Pieter Janszoon Schagen, Peter Minuit and Walloon colonists of the West India Company acquired the island of Manhattan on May 24, 1626, from unnamed native people, who are believed to have been Canarsee Indians of the Manhattoe, in exchange for traded goods worth 60 guilders,[70] often said to be worth US$24. The figure of 60 guilders comes from a letter by a representative of the Dutch Estates General and member of the board of the Dutch West India Company, Pieter Janszoon Schagen, to the Estates General in November 1626.[71] In 1846, New York historian John Romeyn Brodhead converted the figure of Fl 60 (or 60 guilders) to US$24 (he arrived at $24 = Fl 60/2.5, because the US dollar was erroneously equated with the Dutch rijksdaalder having a standard value of 2.5 guilders).[72] "[A] variable-rate myth being a contradiction in terms, the purchase price remains forever frozen at twenty-four dollars," as authors Edwin G. Burrows and Mike Wallace remarked in their history of New York.[73] Sixty guilders in 1626 was valued at approximately $1,000 in 2006 and $963 in 2020, according to the Institute for Social History of Amsterdam.[74] Based on the price of silver, "The Straight Dope" newspaper column calculated an equivalent of $72 in 1992.[75] Historians James and Michelle Nevius revisited the issue in 2014, suggesting that using the prices of beer and brandy as monetary equivalencies, the price Minuit paid would have the purchasing power of somewhere between $2,600 and $15,600 in current dollars.[76] According to the writer Nathaniel Benchley, Minuit conducted the transaction with Seyseys, chief of the Canarsee, who were willing to accept valuable merchandise in exchange for the island that was mostly controlled by the Weckquaesgeeks, a band of the Wappinger.[77]

In 1647, Peter Stuyvesant was appointed as the last Dutch Director-General of the colony.[78] New Amsterdam was formally incorporated as a city on February 2, 1653.[79] In 1674, the English bought New Netherland, after Holland lost rentable sugar business in Brazil, and renamed it "New York" after the English Duke of York and Albany, the future King James II.[80] The Dutch, under Director General Stuyvesant, successfully negotiated with the English to produce 24 articles of provisional transfer, which sought to retain for the extant citizens of New Netherland their previously attained liberties (including freedom of religion) under their new English rulers.[81][68]

The Dutch Republic re-captured the city in August 1673, renaming it "New Orange". New Netherland was ultimately ceded to the English in November 1674 through the Treaty of Westminster.[82]

Washington's statue in front of Federal Hall on Wall Street, where in 1789 he was sworn in as first U.S. president[83]
American Revolution and the early United States
Manhattan was at the heart of the New York Campaign, a series of major battles in the early stages of the American Revolutionary War. The Continental Army was forced to abandon Manhattan after the Battle of Fort Washington on November 16, 1776. The city, greatly damaged by the Great Fire of New York during the campaign, became the British military and political center of operations in North America for the remainder of the war.[84] The military center for the colonists was established in neighboring New Jersey.[85][86] British occupation lasted until November 25, 1783, when George Washington returned to Manhattan, as the last British forces left the city.[87]

From January 11, 1785, to the fall of 1788, New York City was the fifth of five capitals of the United States under the Articles of Confederation, with the Continental Congress meeting at New York City Hall (then at Fraunces Tavern). New York was the first capital under the newly enacted Constitution of the United States, from March 4, 1789, to August 12, 1790, at Federal Hall.[88] Federal Hall was also the site where the United States Supreme Court met for the first time,[89] the United States Bill of Rights were drafted and ratified,[90] and where the Northwest Ordinance was adopted, establishing measures for adding new states to the Union.[91]



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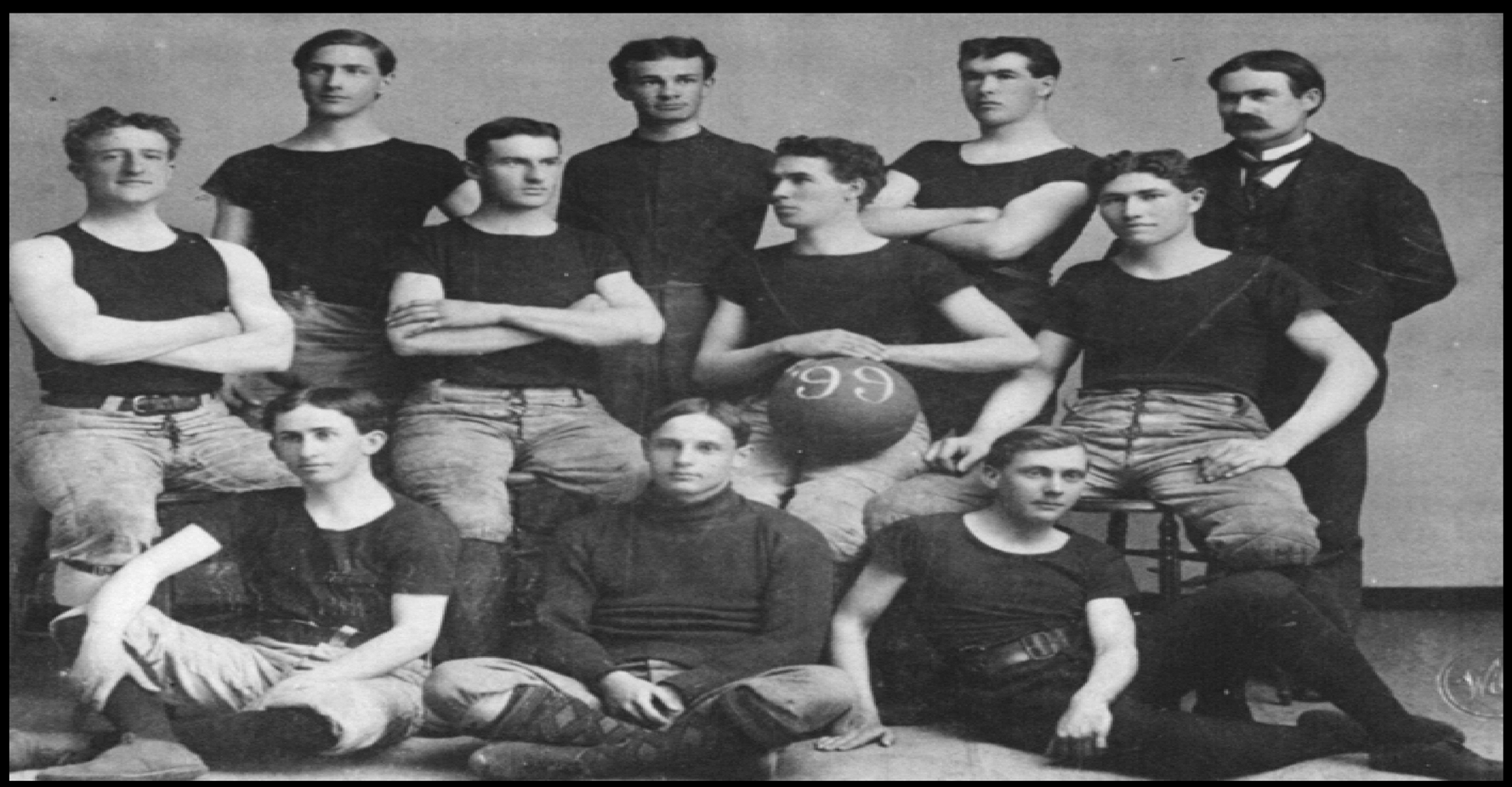
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19th century

november2006



he modern era of the NCAA began in July 1955 when its executive director, Kansas City, Missouri native Walter Byers, moved the organization's headquarters from the LaSalle Hotel in Chicago (where its offices were shared by the headquarters of the Big Ten Conference) to the Fairfax Building in Downtown Kansas City. The move was intended to separate the NCAA from the direct influence of any individual conference and keep it centrally located.

The Fairfax was a block from Municipal Auditorium which had hosted men's basketball Final Four games in 1940, 1941, and 1942. After Byers moved the headquarters to Kansas City, the championships would be held in Municipal Auditorium in 1953, 1954, 1955, 1957, 1961, and 1964. The Fairfax office consisted of three rooms with no air conditioning. Byers' staff consisted of four people: an assistant, two secretaries, and a bookkeeper.[40]

In 1964, the NCAA moved three blocks away to offices in the Midland Theatre, moving again in 1973 to a $1.2 million building on 3.4 acres (14,000 m2) on Shawnee Mission Parkway in suburban Mission, Kansas. In 1989, the organization moved 6 miles (9.7 km) farther south to Overland Park, Kansas. The new building was on 11.35 acres (45,900 m2) and had 130,000 square feet (12,000 m2) of space.[41]

The NCAA was dissatisfied with its Johnson County, Kansas suburban location, noting that its location on the southern edges of the Kansas City suburbs was more than 40 minutes from Kansas City International Airport. They also noted that the suburban location was not drawing visitors to its new visitors' center.[42]

In 1997, it asked for bids for a new headquarters. Various cities competed for a new headquarters with the two finalists being Kansas City and Indianapolis. Kansas City proposed to relocate the NCAA back downtown near the Crown Center complex and would locate the visitors' center in Union Station. However Kansas City's main sports venue Kemper Arena was nearly 30 years old.[42] Indianapolis argued that it was in fact more central than Kansas City in that two-thirds of the members are east of the Mississippi River.[42] The 50,000-seat RCA Dome far eclipsed the 17,000-seat Kemper Arena. In 1999, the NCAA moved its 300-member staff to its new headquarters in the White River State Park in a four-story 140,000-square-foot (13,000 m2) facility on the west edge of downtown Indianapolis, Indiana. Adjacent to the headquarters is the 35,000-square-foot (3,300 m2) NCAA Hall of Champions.[43]



To meet the Division I requirements for grade point average, the lowest possible high school GPA a student may have to be eligible with to play in their freshman year is a 2.30 (2.20 for Division II or III), but they are allowed to play beginning in their second year with a GPA of 2.00.[57]

As of the 2017–18 school year, a high school student may sign a letter of intent to enter and play football for a Division I or Division II college in either of two periods.[c] The first, introduced in 2017–18, is a three-day period in mid-December, coinciding with the first three days of the previously existing signing period for junior college players.[59] The second period, which before 2017 was the only one allowed for signings of high school players, starts on the first Wednesday in February.[60] In August 2011, the NCAA announced plans to raise academic requirements for postseason competition, including its two most prominent competitions, football's now-defunct Bowl Championship Series (replaced in 2014 by the College Football Playoff) and the Division I men's basketball tournament; the new requirement, which are based on an "Academic Progress Rate" (APR) that measures retention and graduation rates, and is calculated on a four-year, rolling basis.[61] The changes raise the rate from 900 to 930, which represents a 50% graduation rate.[61]

Student-athletes can accept prize money from tournaments or competitions if they do not exceed the total expenses from the event. For example, during high school, D1 tennis players may take up to $10,000 in total prize money. If the student surpassed the amount of $10,000 of prize money in a calendar year, they would lose eligibility



The NCAA currently awards 90 national championships yearly – 46 women's, 41 men's, and 3 coed championships for fencing, rifle, and skiing. Sports sanctioned by the NCAA include the following: basketball, baseball (men), beach volleyball (women), softball (women), football (men), cross country, field hockey (women), bowling (women), golf, fencing (coeducational), lacrosse, soccer, gymnastics, rowing (women), volleyball, ice hockey, water polo, rifle (coeducational), tennis, skiing (coeducational), track and field, swimming and diving, and wrestling (men). The newest sport to be officially sanctioned is beach volleyball, which held its first championship in spring 2016.[63] The NCAA had called the sport "sand volleyball" until June 23, 2015, when it announced that it would use the internationally recognized name of "beach volleyball".[64]

The Football Bowl Subdivision of Division I determines its own champion separately from the NCAA via the College Football Playoff; this is not an official NCAA championship (see below).

The NCAA awards championships in the sports listed below. For the three coeducational championships, women's dates reflect the first championship that was open to women.



As a governing body for amateur sports the NCAA is classified as a tax-exempt not-for-profit organization.[105] As such, it is not required to pay most taxes on income that for-profit private and public corporations are subject to. The NCAA's business model of prohibiting salaries for collegial athletes has been challenged in court, but a 2015 case was struck down.[106] As of 2014 the NCAA reported that it had over $600 million in unrestricted net assets in its annual report.[107] During 2014 the NCAA also reported almost a billion dollars of revenue, contributing to a "budget surplus" – revenues in excess of disbursements for that year – of over $80 million.[107] Over $700 million of that revenue total was from licensing TV rights to its sporting events.[107] In addition, the NCAA also earns money through investment growth of its endowment fund. Established in 2004 with $45 million, the fund has grown to over $380 million in 2014.[108]

NCAA expenditures
According to the NCAA, it receives most of its annual revenue from two sources: Division I Men's Basketball television and marketing rights, and championships ticket sales. According to the NCAA, "that money is distributed in more than a dozen ways – almost all of which directly support NCAA schools, conferences and nearly half a million student-athletes."[109]

In 2017 total NCAA revenues were in excess of $1.06 billion.[110] Division I basketball television and marketing rights generated $821.4 million, and "championships ticket sales" totaled $129.4 million. Other "smaller streams of revenue, such as membership dues" contributed an unspecified amount.[109]

Expenses by category
The NCAA provided a breakdown of how those revenues were in turn spent, organizing pay-outs and expenses into some 14 basic categories. By far the largest went to Sports Scholarship and Sponsorship Funds, funding for sports and student scholarships under the Division I Basketball Performance Fund, expenses incurred in producing Division I C





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SONIC TEAM

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In 1989, FIBA allowed professional NBA players to participate in the Olympics for the first time. Prior to the 1992 Summer Olympics, only European and South American teams were allowed to field professionals in the Olympics. The United States' dominance continued with the introduction of the original Dream Team. In the 2004 Athens Olympics, the United States suffered its first Olympic loss while using professional players, falling to Puerto Rico (in a 19-point loss) and Lithuania in group games, and being eliminated in the semifinals by Argentina. It eventually won the bronze medal defeating Lithuania, finishing behind Argentina and Italy. The Redeem Team, won gold at the 2008 Olympics, and the B-Team, won gold at the 2010 FIBA World Championship in Turkey despite featuring no players from the 2008 squad. The United States continued its dominance as they won gold at the 2012 Olympics, 2014 FIBA World Cup and the 2016 Olympics.

A EuroLeague game in Moscow in 2018
Worldwide, basketball tournaments are held for boys and girls of all age levels. The global popularity of the sport is reflected in the nationalities represented in the NBA. Players from all six inhabited continents currently play in the NBA. Top international players began coming into the NBA in the mid-1990s, including Croatians Dražen Petrović and Toni Kukoč, Serbian Vlade Divac, Lithuanians Arvydas Sabonis and Šarūnas Marčiulionis, Dutchman Rik Smits and German Detlef Schrempf.

In the Philippines, the Philippine Basketball Association's first game was played on April 9, 1975, at the Araneta Coliseum in Cubao, Quezon City, Philippines. It was founded as a "rebellion" of several teams from the now-defunct Manila Industrial and Commercial Athletic Association, which was tightly controlled by the Basketball Association of the Philippines (now defunct), the then-FIBA recognized national association. Nine teams from the MICAA participated in the league's first season that opened on April 9, 1975. The NBL is Australia's pre-eminent men's professional basketball league. The league commenced in 1979, playing a winter season (April–September) and did so until the completion of the 20th season in 1998. The 1998–99 season, which commenced only months later, was the first season after the shift to the current summer season format (October–April). This shift was an attempt to avoid competing directly against Australia's various football codes. It features 8 teams from around Australia and one in New Zealand. A few players including Luc Longley, Andrew Gaze, Shane Heal, Chris Anstey and Andrew Bogut made it big internationally, becoming poster figures for the sport in Australia. The Women's National Basketball League began in 1981.



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“We should not focus on just a few spectacular finds. It is really important sometimes as archaeologists to zoom out,” said Roy van Beek, an assistant professor at Wageningen University in the Netherlands and coauthor of the study.

“Sometimes, you have to be really careful that you’re not making conclusions or drawing conclusions too quickly, just based on a very limited number of sites.”

Van Beek and his colleagues collated data on 1,000 bog bodies found at 266 different sites, uncovering intriguing findings published this week in the journal Antiquity.

Gruesome ends
While bogs can be treacherous places in which it’s easy to get lost, meaning some bog bodies are likely those of people who died by accident, the team found that many deaths were deliberate — and brutal, with the corpses dumped or placed in bogs after death.

“In many cases, it’s not a coincidence that these people ended up in these bogs. Too often, violence is something that comes into play,” van Beek said.

The team were able establish the cause of death for 57 individuals, and in 45 cases violence was involved. The highest number of violent deaths appeared during two timeframes: from 5200 BC to 2800 BC and 1000 BC to 1100 AD.

Porsmose Man met a violent death. Bone arrowheads were found embedded in his skull and sternum.
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Bone arrowheads were found embedded in the skull and sternum of Porsmose Man, a bog body found in Denmark. Similarly, Tollund Man, also found in a Danish peat bog, was hanged. Some historians believe he may have been a human sacrifice.

“People have always been inclined to interpret most of these as ritual sacrifices — that people were deliberately killed as offerings for higher powers,” van Beek



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Skeletons vs mummies

The study divided the bog bodies into three categories: bog mummies, the most famous finds excavated with skin, soft tissue and hair intact; bog skeletons, complete bodies but with only bones preserved; and partial remains of either bog mummies or skeletons.

Bog mummies are typically found in raised bogs — discrete chunks of wet land several feet higher than the surrounding area, rather than sweeping blanket bogs that cover large areas. Organic components in plants like Sphagnum moss, found in naturally acidic peat bogs, can preserve human tissue. In more alkaline wetlands such as fens, only bone tends to preserve.

“The survival of human tissue also depends on how quickly a body is immersed in water, the temperature and time of year, and the presence of insects and internal micro-organisms,” the study said.

Examinations of the three types of bog body revealed that burying bodies in bogs was a deep-rooted tradition that spanned thousands of years. The phenomenon appears to have originated in southern Scandinavia around 7,000 years ago, and it gradually spread across Northern Europe.

The youngest finds, from Ireland and Scotland, show the tradition continued into the Medieval period and early modern times. The Iron Age and Roman era, from 1200 BC to around 500 AD, were generally perceived as marking the peak of the bog body phenomenon.

Homo heidelbergensis pair wearing cave bear skins for protection from the cold.
Stone Age humans stepped out in cave bear fur 300,000 years ago
While most of



Variations of basketball are activities based on the game of basketball, using common basketball skills and equipment (primarily the ball and basket). Some variations only have superficial rule changes, while others are distinct games with varying degrees of influence from basketball. Other variations include children's games, contests or activities meant to help players reinforce skills.

An earlier version of basketball, played primarily by women and girls, was Six-on-six basketball. Horseball is a game played on horseback where a ball is handled and points are scored by shooting it through a high net (approximately 1.5m×1.5m). The sport is like a combination of polo, rugby, and basketball. There is even a form played on donkeys known as Donkey basketball, which has attracted criticism from animal rights groups.

Half-court
Perhaps the single most common variation of basketball is the half-court game, played in informal settings without referees or strict rules. Only one basket is used, and the ball must be "taken back" or "cleared" – passed or dribbled outside the three-point line each time possession of the ball changes from one team to the other. Half-court games require less cardiovascular stamina, since players need not run back and forth a full court. Half-court raises the number of players that can use a court or, conversely, can be played if there is an insufficient number to form full 5-on-5 teams.

Half-court basketball is usually played 1-on-1, 2-on-2 or 3-on-3. The latter variation is gradually gaining official recognition as 3x3, originally known as FIBA 33. It was first tested at the 2007 Asian Indoor Games in Macau and the first official tournaments were held at the 2009 Asian Youth Games and the 2010 Youth Olympics, both in Singapore. The first FIBA 3x3 Youth World Championships[63] were held in Rimini, Italy in 2011, with the first FIBA 3x3 World Championships for senior teams following a year later in Athens. The sport is highly tipped to become an Olympic sport as early as 2016.[64] In the summer of 2017, the BIG3 basketball league, a professional 3x3 half court basketball league that features former NBA players, began. The BIG3 features several rule variants including a four-point field goal



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On August 11, 2014, CNN introduced a new graphics package, dropping the glossy appearance for a flat, rectangular scheme incorporating red, white, and black colors, and the Gotham typeface. The ticker now alternates between general headlines and financial news from CNN Business, and the secondary logo box was replaced with a smaller box below the CNN bug, which displays either the title, hashtag, or Twitter handle for the show being aired or its anchor.[47] In April 2016, CNN began to introduce a new corporate typeface, known as "CNN Sans", across all of its platforms. Inspired by Helvetica Neue and commissioned after consultations with Troika Design Group, the font

The Cable News Network launched at 5:00 p.m. Eastern Time on June 1, 1980. After an introduction by Ted Turner, the husband and wife team of David Walker and Lois Hart anchored the channel's first newscast.[19] Burt Reinhardt, the executive vice president of CNN, hired most of the channel's first 200 employees, including the network's first news anchor, Bernard Shaw.[20]

Since its debut, CNN has expanded its reach to several cable and satellite television providers, websites, and specialized closed-circuit channels (such as CNN Airport). The company has 42 bureaus (11 domestic, 31 international),[21] more than 900 affiliated local stations (which also receive news and features content via the video newswire service CNN Newsource),[22] and several regional and foreign-language networks around the world.[23] The channel's success made a bona-fide mogul of founder Ted Turner and set the stage for conglomerate Time Warner's (later WarnerMedia which merged with Discovery Inc. forming Warner Bros. Discovery) eventual acquisition of the Turner Broadcasting System in 1996.[24][25]

Programming
See also: List of programs broadcast by CNN
CNN's current weekday schedule consists mostly of rolling news programming during daytime hours, followed by in-depth news and information programs during the evening and prime time hours. The network's morning programming consists of Early Start, an early-morning news program hosted by Christine Romans and Laura Jarrett at 5–6 a.m. ET, which is followed by CNN This Morning, the network's morning show, hosted by Don Lemon, Poppy Harlow and Kaitlan Collins at 6–9 a.m. ET. Most of CNN's late-morning and early afternoon programming consists of CNN Newsroom, a rolling news program hosted by Jim Sciutto in the morning and by a rotating CNN anchor, Victor Blackwell, and Alisyn Camerota or another rotating CNN anchor in the afternoon. In between the editions of Newsroom, At This Hour with Kate Bolduan airs at 11 a.m.–noon ET, followed by Inside Politics, hosted by John King at noon–1 p.m. ET.[26]

CNN's late afternoon and early evening lineup consists of The Lead with Jake Tapper at 4–5 p.m. ET and The Situation Room with Wolf Blitzer at 5–7 p.m. ET. the programs are sometimes anchored by Brianna Keilar and/or John Berman when Tapper and Blitzer are not present. The network's evening and prime time lineup shifts towards more in-depth programming, including Erin Burnett OutFront at 7 p.m. ET,[27] Anderson Cooper 360° at 8 p.m. ET, and CNN Tonight anchored by Laura Coates, and/or Alisyn Camerota or other CNN anchors, at 10 p.m. ET.[citation needed]

Weekend primetime—from 9 p.m. ET on Saturday and 8 p.m. ET on Sunday—is dedicated mostly to factual programming, such as documentary specials and miniseries, and documentary-style reality series (such as Anthony Bourdain: Parts Unknown and United Shades of America), as well as acquired documentary films presented under the banner CNN Films. The network's weekend morning programming consists of CNN Newsroom (simulcast from CNN International) at 4–6 a.m. ET every Saturday and 3–6 a.m. ET every Sunday, which is followed by the weekend editions of CNN This Morning, hosted by Amara Walker and Boris Sanchez, which airs every Saturday at 6–9 a.m. ET and Sunday at 6–8 a.m. ET, and the network's Saturday program Smerconish with Michael Smerconish at 9 a.m. ET. Sunday morning lineup consists primarily of political talk shows, including Inside Politics Sunday, hosted by Abby Phillip at 8 a.m. ET, State of the Union, co-hosted by Jake Tapper and Dana Bash at 9 a.m. ET and repeated at noon ET,[28] and the international affairs program Fareed Zakaria GPS, hosted by Fareed Zakaria at 10 a.m. ET and repeated at 1 p.m. ET. Weekend programming other than aforementioned slots is filled with CNN Newsroom by Fredricka Whitfield, Jim Acosta, Pamela Brown, and other rolling anchors.[citation needed]

For the 2014–15 season, after cancelling Piers Morgan Tonight (which, itself, replaced the long-running Larry King Live), CNN experimented with running factual and reality-style programming during the 9:00 p.m. ET hour, such as John Walsh's The Hunt, This Is Life with Lisa Ling, and Mike Rowe's Somebody's Gotta Do It. Then-president Jeff Zucker explained that this new lineup was intended to shift CNN away from a reliance on pundit-oriented programs, and attract younger demographics to the network. Zucker stated that the 9:00 p.m. hour could be pre-empted during major news events for expanded coverage. These changes coincided with the introduction of a new imaging campaign for the network, featuring the slogan "Go there".[29][30][31] In May 2014, CNN premiered The Sixties, a documentary miniseries produced by Tom Hanks, and Gary Goetzman which chronicled the United States in the 1960s. Owing to its success, CNN commissioned follow-ups focusing on other decades.[32][33][34][35] Anderson Cooper 360° was expanded to run two hours long, from 8 PM to 10 PM.[36]

By 2019, CNN had produced at least 35 original series. Alongside the Hanks/Goetzman franchise (including the 2018 spin-off 1968), CNN has aired other documentary miniseries relating to news and U.S. policies, such as The Bush Years, and American Dynasties: The Kennedys—which saw the highest ratings of any CNN original series premiere to-date, with 1.7 million viewers. Parts Unknown concluded after the 2018 suicide of its host Anthony Bourdain; CNN announced several new miniseries and docuseries for 2019, including American Style (a miniseries produced by the digital media company Vox Media),[37] The Redemption Project with Van Jones, Chasing Life with Sanjay Gupta, Tricky Dick (a miniseries chronicling Richard Nixon), The Movies (a spin-off of the Hanks/Goetzman decades miniseries), and Once in a Great City: Detroit 1962–64.[38][39]

With the takeover of CNN by Chris Licht and Warner Bros. Discovery, it was announced in October 2022 that CNN would cut back on acquisitions and commissions from third-parties as a cost-cutting measure, but Licht stressed that "longform content remains an important pillar of our programming", while the network announced a slate for 2023 that would include commissions such as Giuliani: What Happened to America's Mayor?, United States of Scandal, and The 2010s

CNN began broadcasting in the high-definition 1080i resolution format in September 2007.[42] This format is now standard for CNN and is available on all major cable and satellite providers.

The CNN Election Express bus, used for broadcasts
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In August 2016, CNN announced the launch of CNN Aerial Imagery and Reporting (CNN AIR), a drone-based news collecting operation to integrate aerial imagery and reporting across all CNN branches and platforms, along with Turner Broadcasting and Time Warner entities.[49]

CNN launched its website, CNN.com (initially known as CNN Interactive), on August 30, 1995.[57] The site attracted growing interest over its first decade and is now one of the most popular news websites in the world. The widespread growth of blogs, social media and user-generated content have influenced the site, and blogs in particular have focused CNN's previously scattershot online offerings, most noticeably in the development and launch of CNN Pipeline in late 2005.[citation needed]

In April 2009, CNN.com ranked third place among online global news sites in unique users in the U.S., according to Nielsen/NetRatings; with an increase of 11% over the previous year.[58]

CNN Pipeline was the name of a paid subscription service, its corresponding website, and a content delivery client that provided streams of live video from up to four sources (or "pipes"), on-demand access to CNN stories and reports, and optional pop-up "news alerts" to computer users. The installable client was available to users of PCs running Microsoft Windows. There was also a browser-based "web client" that did not require installation. The service was discontinued in July 2007, and was replaced with a free streaming service.[59]

On April 18, 2008, CNN.com was targeted by Chinese hackers in retaliation for the channel's coverage on the 2008 Tibetan unrest. CNN reported that they took preventive measures after news broke of the impending attack.[60][61]

The company was honored at the 2008 Technology & Engineering Emmy Awards for development and implementation of an integrated and portable IP-based live, edit and store-and-forward digital news gathering (DNG) system.[62] The first use of what would later win CNN this award was in April 2001 when CNN correspondent Lisa Rose Weaver[63] covered, and was detained,[64] for the release of the U.S. Navy crew of a damaged electronic surveillance plane after the Hainan Island incident. The technology consisted of a videophone produced by 7E Communications Ltd of London, UK.[65] This DNG workflow is used today by the network to receive material worldwide using an Apple MacBook Pro, various prosumer and professional digital cameras, software from Streambox Inc., and BGAN terminals from Hughes Network Systems.[citation needed]

On October 24, 2009, CNN launched a new version of the CNN.com website; the revamped site included the addition of a new "sign up" option, in which users can create their own username and profile, and a new "CNN Pulse" (beta) feature, along with a new red color theme.[66] However, most of the news stories archived on the website were deleted.

Blogs

The topical news program Judy Woodruff's Inside Politics was the first CNN program to feature a round-up of blogs in 2005.[67] Blog coverage was expanded when Inside Politics was folded into The Situation Room (Inside Politics later returned to CNN in 2014, this time hosted by the network's chief national correspondent John King.[citation needed]). In 2006, CNN launched CNN Exchange and CNN iReport, initiatives designed to further introduce and centralize the impact of everything from blogging to citizen journalism within the CNN brand. CNN iReport which features user-submitted photos and video, has achieved considerable traction, with increasingly professional-looking reports filed by amateur journalists, many still in high school or college. The iReport gained more prominence when observers of the Virginia Tech shootings sent-in first hand photos of what was going on during the shootings.[68]

In April 2010, CNN announced via Twitter that it would launch a food blog called "Eatocracy," which will "cover all news related to food – from recalls to health issues to culture".[69] CNN had an internet relay chat (IRC) network at chat.cnn.com. CNN placed a live chat with Benjamin Netanyahu on the network in 1998.[70]

CNNHealth consists of expert doctors answering viewers' questions online at CNN's "The Chart" blog website. Contributors include Drs. Sanjay Gupta (Chief Medical Correspondent), Charles Raison (Mental Health Expert), Otis Brawley (Conditions Expert), Melina Jampolis (Diet and Fitness Expert), Jennifer Shu (Living Well Expert), and Elizabeth Cohen (Senior Medical Correspondent).[71]

Other digital offerings

In early 2008, CNN began maintaining a live streaming broadcast available to cable and satellite subscribers who receive CNN at home (a precursor to the TV Everywhere services that would become popularized by cable and satellite providers beginning with Time Warner's incorporation of the medium).[72] CNN International is broadcast live, as part of the RealNetworks SuperPass subscription service outside the U.S. CNN also offers several RSS feeds and podcasts.

CNN also has multiple channels in the popular video-sharing site YouTube, but those videos can only be viewed in the United States, a source of criticism among YouTube users worldwide. In 2014, CNN launched a radio version of their television programming on TuneIn Radio.[73] The network also hosts CNN-10, a daily 10-minute video show visible at the CNN website or YouTube. It replaced the long-running show CNN Student News which had been aired since 1989.[74] It is aimed at a global audience of students, teachers, and adults, and was hosted by Carl Azuz.[75]In fall of 2022, Carl Azuz was replaced by Coy Wire as the host of CNN 10,[76] after leaving CNN due to a "personal decision" accourding to a CNN spokesperson in a newsletter published on September 18, 2022.[77]



Women's basketball development was more structured than that for men in the early years. In 1905, the executive committee on Basket Ball Rules (National Women's Basketball Committee) was created by the American Physical Education Association.[33] These rules called for six to nine players per team and 11 officials. The International Women's Sports Federation (1924) included a women's basketball competition. 37 women's high school varsity basketball or state tournaments were held by 1925. And in 1926, the Amateur Athletic Union backed the first national women's basketball championship, complete with men's rules.[33] The Edmonton Grads, a touring Canadian women's team based in Edmonton, Alberta, operated between 1915 and 1940. The Grads toured all over North America, and were exceptionally successful. They posted a record of 522 wins and only 20 losses over that span, as they met any team that wanted to challenge them, funding their tours from gate receipts.[34] The Grads also shone on several exhibition trips to Europe, and won four consecutive exhibition Olympics tournaments, in 1924, 1928, 1932, and 1936; however, women's basketball was not an official Olympic sport until 1976. The Grads' players were unpaid, and had to remain single. The Grads' style focused on team play, without overly emphasizing skills of individual players. The first women's AAU All-America team was chosen in 1929.[33] Women's industrial leagues sprang up throughout the United States, producing famous athletes, including Babe Didrikson of the Golden Cyclones, and the All American Red Heads Team, which competed against men's teams, using men's rules. By 1938, the women's national



The NBA-backed Women's National Basketball Association (WNBA) began in 1997. Though it had shaky attendance figures, several marquee players (Lisa Leslie, Diana Taurasi, and Candace Parker among others) have helped the league's popularity and level of competition. Other professional women's basketball leagues in the United States, such as the American Basketball League (1996–98), have folded in part because of the popularity of the WNBA. The WNBA has been looked at by many as a niche league. However, the league has recently taken steps forward. In June 2007, the WNBA signed a contract extension with ESPN. The new television deal ran from 2009 to 2016. Along with this deal, came the first-ever rights fees to be paid to a women's professional sports league. Over the eight years of the contract, "millions and millions of dollars" were "dispersed to the league's teams." In a March 12, 2009, article, NBA commissioner David Stern said that in the bad economy, "the NBA is far less profitable than the WNBA. We're losing a lot of money among a large number of teams. We're budgeting the WNBA to break even this year."[35]

Rules and regulations



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Variations of basketball are activities based on the game of basketball, using common basketball skills and equipment (primarily the ball and basket). Some variations only have superficial rule changes, while others are distinct games with varying degrees of influence from basketball. Other variations include children's games, contests or activities meant to help players reinforce skills.

An earlier version of basketball, played primarily by women and girls, was Six-on-six basketball. Horseball is a game played on horseback where a ball is handled and points are scored by shooting it through a high net (approximately 1.5m×1.5m). The sport is like a combination of polo, rugby, and basketball. There is even a form played on donkeys known as Donkey basketball, which has attracted criticism from animal rights groups.

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At the professional level, most male players are above 6 feet 3 inches (1.91 m) and most women above 5 feet 7 inches (1.70 m). Guards, for whom physical coordination and ball-handling skills are crucial, tend to be the smallest players. Almost all forwards in the top men's pro leagues are 6 feet 6 inches (1.98 m) or taller. Most centers are over 6 feet 10 inches (2.08 m) tall. According to a survey given to all NBA teams,[when?] the average height of all NBA players is just under 6 feet 7 inches (2.01 m), with the average weight being close to 222 pounds (101 kg). The tallest players ever in the NBA were Manute Bol and Gheorghe Mureșan, who were both 7 feet 7 inches (2.31 m) tall. At 7 feet 2 inches (2.18 m), Margo Dydek was the tallest player in the history of the WNBA.

The shortest player ever to play in the NBA is Muggsy Bogues at 5 feet 3 inches (1.60 m).[60] Other average-height or relatively short players have thrived at the pro level, including Anthony "Spud" Webb, who was 5 feet 7 inches (1.70 m) tall, but had a 42-inch (1.1 m) vertical leap, giving him significant height when jumping, and Temeka Johnson, who won the WNBA Rookie of the Year Award and a championship with the Phoenix Mercury while standing only 5 feet 3 inches (1.60 m). While shorter players are often at a disadvantage in certain aspects of the game, their ability to navigate quickly through crowded areas of the court and steal the ball by reaching low are strengths.

Players regularly inflate their height in high school or college. Many prospects exaggerate their height while in high school or college to make themselves more appealing to coaches and scouts, who prefer taller players. Charles Barkley stated; "I've been measured at 6-5, 6-4+3⁄4. But I started in college at 6-6." Sam Smith, a former writer from the Chicago Tribune, said: "We sort of know the heights, because after camp, the sheet comes out. But you use that height, and the player gets mad. And then you hear from his agent. Or you file your story with the right height, and the copy desk changes it because they have the 'official' N.B.A. media guide, which is wrong. So you sort of go along with the joke."[61]

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Other variations
Variations of basketball with their own page or subsection include:



21 (also known as American, cutthroat and roughhouse)[66]
42
Around the World
Bounce
Firing Squad
Fives
H-O-R-S-E
Hotshot
Knockout
One-shot conquer
Steal The Bacon
Tip-it
Tips
"The One"
Basketball War
Water basketball
Beach basketball
Streetball
One-on-one is a variation in which two players will use only a small section of the court (often no more than a half of a court) and compete to play the ball into a single hoop. Such games tend to emphasize individual dribbling and ball stealing skills over shooting and team play.
Dunk Hoops is a variation played on basketball hoops with lowered (under basketball regulation 10 feet) rims. It originated when the popularity of the slam dunk grew and was developed to create better chances for dunks with lowered rims and using altered goaltending rules.
Unicycle basketball is played using a regulation basketball on a regular basketball court with the same rules, for example, one must dribble the ball while riding. There are a number of rules that are particular to unicycle basketball as well, for example, a player must have at least one foot on a pedal when in-bounding the ball. Unicycle basketball is usually played using 24" or smaller unicycles, and using plastic pedals, both to preserve the court and the players' shins. Popular unicycle basketball games are organized in North America.[67]
Spin-offs from basketball that are now separate sports include:

Ringball, a traditional South African sport that stems from basketball, has been played since 1907. The sport is now promoted in South Africa, Namibia, Botswana, Lesotho, India, and Mauritius to establish Ringball as an international sport.
Korfball (Dutch: Korfbal, korf meaning 'basket') started in the Netherlands and is now played worldwide as a mixed-gender team ball game, similar to mixed netball and basketball.
Netball is a limited-contact team sport in which two teams of seven try to score points against one another by placing a ball through a high hoop. Australia New Zealand champions (so called ANZ Championship) is very famous in Australia and New Zealand as the premier netball league. Formerly played exclusively by women, netball today features mixed-gender competitions.
Slamball, invented by television writer Mason Gordon, is a full-contact sport featuring trampolines. The main difference from basketball is the court; below the padded rim and backboard are four trampolines set into the floor, which serve to propel players to great heights for slam dunks. The rules also permit some physical contact between the members of the four-player teams. Professional games of Slamball aired on Spike TV in 2002, and the sport has since expanded to China and other countries.

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On March 7, 2017, CNN announced the official launch of its virtual reality unit named CNNVR. It will produce 360 videos to its Android and iOS apps within CNN Digital.[78][79] It is planning to cover major news events with the online, and digital news team in New York City, Atlanta, London, Hong Kong, San Francisco, Dubai, Johannesburg, Tokyo, and Beijing.[80]

CNN Newsource offices at the CNN Center in Atlanta
CNN Newsource is a subscription-based affiliation video service that provides CNN content to television station affiliates with CNN, including terrestrial stations and international stations. Newsource allows affiliates to download video from CNN, as well as from other affiliates who upload their video to Newsource.

CNN also maintains a wire service known as CNN Wire.[81]

CNN's digital storefront, which sells branded merchandise, household goods, and software, is operated by StackCommerce via partnership.

In 2021, CNN Digital had an average of 144 million unique visitors in the United States according to Comscore, making it the most viewed digital news outlet, ahead of The New York Times, NBC News, Fox News, The Washington Post.[82]

Beme
Main article: Beme (company)
On November 28, 2016, CNN announced the acquisition of Beme for a reported $25 million.[83] On November 29, 2016, Matt Hackett, co-founder of Beme, announced via an email to its users that the Beme app would be shutting down on January 31, 2017.[84] Since the shutdown of the app, it was announced that CNN intended to use the current talent behind Beme to work on a separate start-up endeavor. Beme's current team will retain full creative control of the new project, which was slated to release in summer 2017.[85] Beme have also brought on other internet stars such as the host of Vsauce 3, Jake Roper, as head of production, who features prominently in Beme co-founder Casey Neistat's vlogs.[86] Beme News has since begun uploading news related video on YouTube.[87]

Films
Main article: CNN Films
In October 2012, CNN formed a film division called CNN Films to distribute and produce made-for-TV and feature documentaries. Its first acquisition was a documentary entitled Girl Rising, a documentary narrated by Meryl Streep that focused on the struggles of girls' education.[88]

november 2006

HIYOO

A SMOKE SCREEN LIKE THIS IS *NOTHING* TO ME!

UNDERSTAND ?

WHAT I CANNOT SEE WITH MY EYES, I SEE WITH MY MIND'S EYE.

BWOOOOOO

HAI-YAA !!

PSYCHIC !

HWOOOO

GYAAAH !!

GEEESH

N-NO !

WHAT ?!

DISABLE !

KWNNG

KAW KAW

HHHSSSSHHH

HORSEA'S SMOKE-SCREEN!

PTT

UH...

YOURS WILL BE A SHORT CAREER...

WELCOME TO THE BIG LEAGUES, DEAREST.

HEH HEH

GRNNG

HA HA HA!

NNGH

NNGH... I...I CAN'T MOVE !

BUT THEN... I GUESS FIGHTING'S ALL YOU CARE ABOUT...

Y-YOU'RE A GOOD FIGHTER, ALL RIGHT...

OH...

RR RNG

YOU AREN'T CUTE 'N' STYLISH LIKE ME!

TA-DAAH

JUDGING BY YOUR FLYAWAY HAIR AND TACKY OUTFIT...

EEEEK !!

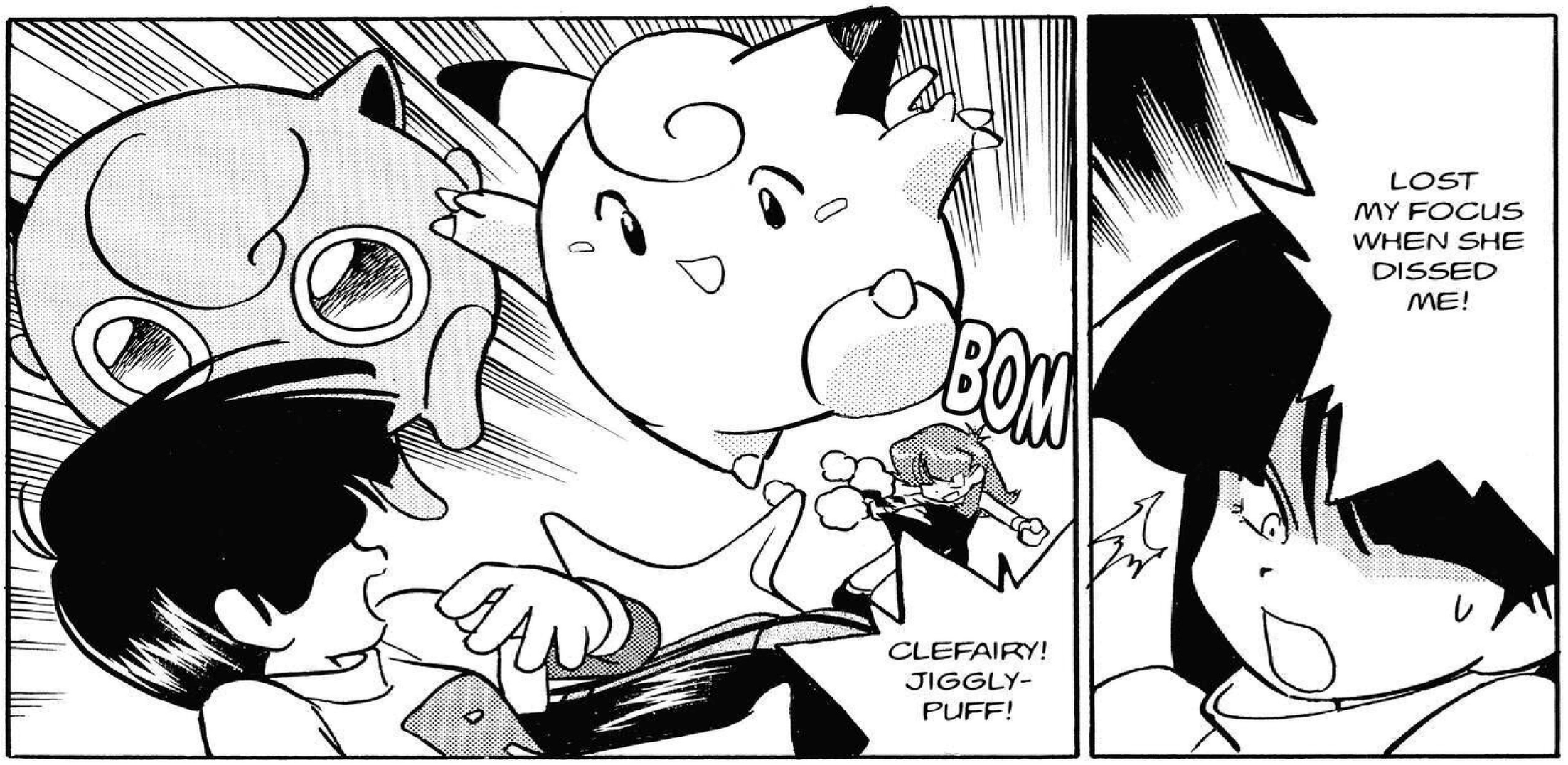
KADABRA!! ATTACK!

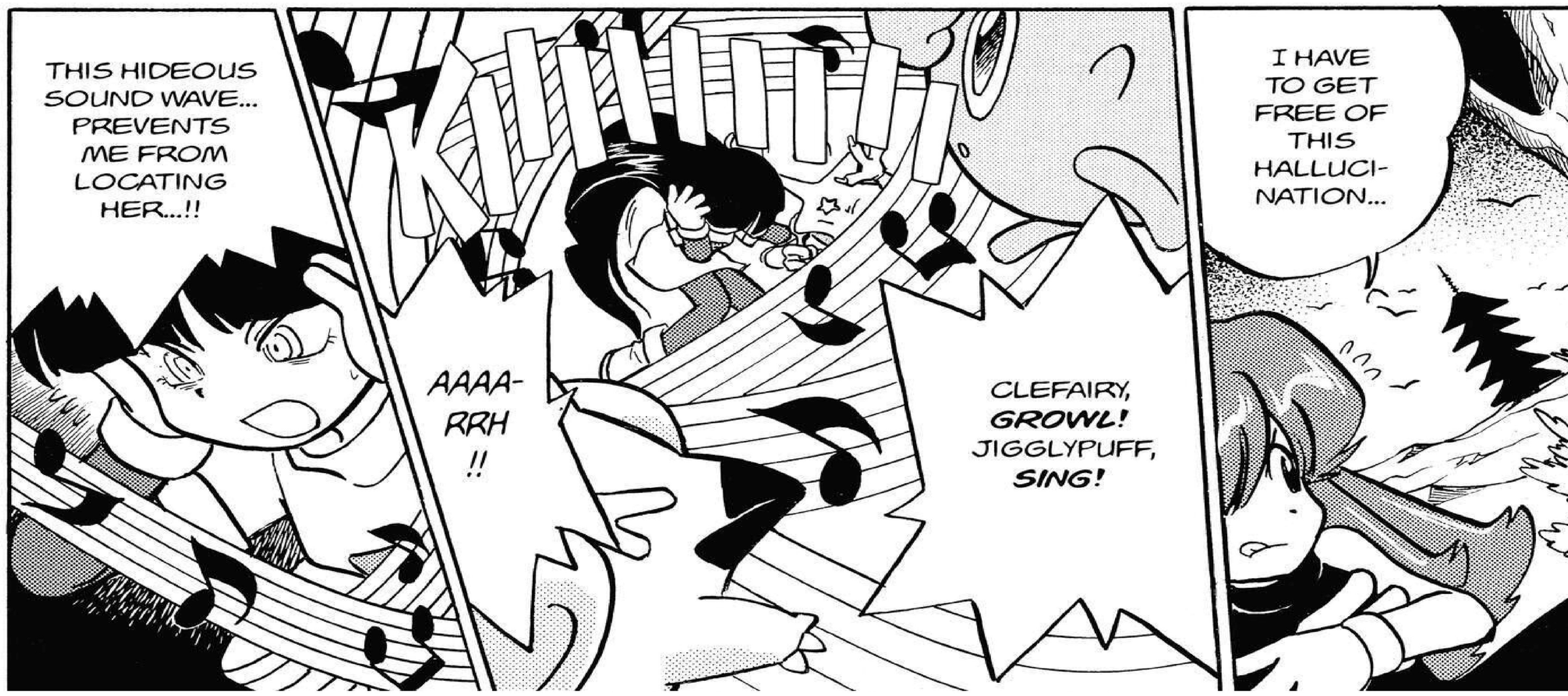
SLASH

JABB

CHEAP SHOTS, EH...?


GOTCHA
!


BOM
CLEFAIRY!
JIGGLY-
PUFF!
LOST
MY FOCUS
WHEN SHE
DISSED
ME!


THIS HIDEOUS
SOUND WAVE...
PREVENTS
ME FROM
LOCATING
HER...!!
Kiiiiiii
AAAA-
RRH
!!
CLEFAIRY,
GROWL!
JIGGLYPUFF,
SING!
I HAVE
TO GET
FREE OF
THIS
HALLUCI-
NATION...

Video games since their inception have been the subject of concern due to the depictions of violence they may contain, which have heightened as the technology behind video games improve the amount of visual detail and realism of games. Video games are often seen as a possible cause to violent actions, notably in the aftermath of the 1999 Columbine High School massacre, but academic studies have yet to identify solid evidences linking violence in video games and violent behavior. The American Psychological Association stated, in 2015, that a correlation between the use of violent video games and aggressive behavior was observed. However, it was noted, "the interpretations of these effects have varied dramatically, contributing to the public debate about the effects of violent video games."[2] In 2017, Division 46 (Society for Media Psychology and Technology) of the American Psychological Association stated that "Scant evidence has emerged that makes any causal or correlational connection between playing violent video games and actually committing violent activities."[3] Despite the lack of solid evidence and academic consensus, politicians and activists have sought for ways to restrict the sale of violent video games, particularly to minors, on the basis that they can lead to violent behavior.[4][5] Within the United States, the issues of video game sales regulation led to both the formation of the Entertainment Software Rating Board in 1994,[6][7] and the 2011 Supreme Court of the United States landmark case Brown v. Entertainment Merchants Association that ruled that video games are a protected class of free speech and blocking legislation on such sales restrictions.[8] According to The Pew Research Center, in 2008, a study found that 97% of kids from the ages 12–17 engaged with video games, and two-thirds of the kids in the study played some sort of action or adventure game which tended to contain violent content. Another analysis discovered that more than 50% of all games rated by ESRB included violence, which encompasses more than 90% of the games rated as suitable for kids 10 years or older.[9]

Sexual themes
Main article: Sex and nudity in video games
Tolerance of sexual themes in video games varies between nations. Controversy over sexual themes has occurred in the US. For instance, in June 2005, an entire portion of unused code was found within the main script of Grand Theft Auto: San Andreas, allowing the player to simulate sexual intercourse with the main character's girlfriends. This mode, Hot Coffee, could be accessed in the PC version via mod, and through Action Replay codes in the PS2 and Xbox versions.[10] The scene was left on the disc and could be accessed by altering a few bytes of the game's code via a hex editor. This feature prompted the Entertainment Software Rating Board (ESRB) to change the rating of San Andreas on 20 July 2005 to "adults only". Furthermore, the game was withdrawn from sale in many stores. Rockstar Games posted a loss of $28.8 million in that financial quarter. This event was dubbed the Hot Coffee mod controversy.[11]

In Japan, controversy over an eroge called Rape in 1989 led to the game being banned a few months after its release.[12] The game RapeLay, a Japanese eroge with a storyline centering on the player's character stalking and raping a mother and her two daughters, also caused controversy. Campaigns against the sale of the game resulted in its being banned in many countries. RapeLay's publisher, which intended the game only to be available in Japan, withdrew it from distribution.[13]

Since 2018, Sony has now issued new regulations for PlayStation 4 games with sexual content and fan service. For the localized release of Senran Kagura Burst Re: Newal, "Intimacy Mode", a mode where the player can play with the characters' bodies was removed, but by comparison, the same mode that was featured in previous titles like Senran Kagura: Estival Versus and Senran Kagura: Peach Beach Splash was not removed. PC release of Burst Re: Newal was not changed.[14] The PS4 release of Nekopara Vol. 1 was censored for similar reasons, resulting in the game receiving an "E" rating by the ESRB by comparison to the "M" rating for versions on Nintendo Switch and PC.[15] Sony claimed it was their decision to ban Omega Labyrinth Z outside of Japan due to its content.[16] According to Idea Factory International, the localized release of Date a Live: Rio Reincarnation will feature changes to certain event scenes and removal of illustrations that show characters in suggestive positions, although the PC version won't be changed.[17]

Content regulation and censorship
See also: List of regionally censored video games
Support for video game regulation has been linked to moral panic.[18] Even as governments have

have tried to enact, legislation that regulates distribution of video games through censorship based on content rating systems or banning.[19][20][21][22] In 2005, David Gauntlett claimed that grant funding, news headlines, and professional prestige more commonly go to authors who, in good faith, promote anti-media beliefs.[23] Tom Grimes, James A. Anderson, and Lori Bergen reiterated these claims in a 2008 book examining sociological effects on the production of media effects research.[24]

In 2013, the Entertainment Software Association, the lobbying group for the video game industry, had enlisted over 500,000 members to the "Video Game Voters Network", a "grassroots" lobbying group to mobilize gamers to act against public policy that may negatively impact the gaming industry.[25] The VGV was launched in 2006 by the ESA, and uses social media sites like Facebook and Twitter to inform members of allies and opponents.[26] In 2013, the ESA spent over US$3.9 million on lobbying, including but not limited to against VGV

Voluntary regulation

Voluntary rating systems adopted by the video game industry, such as the ESRB rating system in the United States and Canada (established in 1994),[33] and the Pan European Game Information (PEGI) rating system in Europe (established in 2003), are aimed at informing parents about the types of games their children are playing (or are asking to play).[citation needed] Some ratings of controversial games indicate they are not targeted at young children ("Mature" (M) or "Adults Only" (AO) in the US, or 15 or 18 in the UK). The packaging warns such games should not be sold to children. In the US, ESRB ratings are not legally binding, but many retailers take it upon themselves to refuse the sale of these games to minors.[34] In the United Kingdom (UK), the BBFC ratings are legally binding. UK retailers also enforce the PEGI ratings, which are not legally binding.[35]

US government legislation

No video game console manufacturer has allowed any game marked AO to be published in North America; however, the PC gaming service Steam has allowed AO titles such as Hatred to be published on its platform. No major retailers are willing to sell AO-rated games. However, Grand Theft Auto: San Andreas was rated AO after the presence of the Hot Coffee add-on became evident. The add-on was later removed and the game rated M.[36] In the 109th Congress and 110th Congress, the Video Games Enforcement Act was introduced to the US House of Representatives. The act required an identification check for the purchase of M and AO rated games. The bill and others like it did not succeed because of likely First Amendment violations.[37][38] Although no law mandates identification checking for games with adult content, a 2008 survey by the Federal Trade Commission showed that video game retailers have voluntarily increased ID verification for M- and AO-rated games, and sales of those games to underage potential buyers decreased from 83% in 2000 to 20% in 2008.[39] A further survey in April 2011, found that video game retailers continued to enforce the ratings by allowing only 13% of underage teenage shoppers to buy M-rated video games, a statistically significant decrease from the 20% purchase rate in 2009.[40]

On 7 January 2009, Joe Baca, representative of California's 43rd District, introduced H.R. 231, the Video game health labelling act. This bill called for a label to be placed in a "clear and conspicuous location on the packaging" on all video games with an ESRB rating of T (Teen) or higher stating, "WARNING: Excessive exposure to violent video games and other violent media has been linked to aggressive behavior."[41][42] The proposed legislation was referred to the Subcommittee on Commerce, Trade and Consumer Protection. On 24 January 2011, Joe Baca reintroduced the Video game health labelling act as H.R. 400 of the 112th Congress.[43] The bill was once again passed onto the subcommittee.

On 27 June 2011, the Supreme Court of the United States ruled on Brown v. Entertainment Merchants Association. Video games were protected speech under the First Amendment. The case centered on a California law that sought to restrict sales of violent video games to minors. The video game industry, led by the Entertainment Merchants Association and the Entertainment Software Association, successfully obtained an injunction on the bill, believing that the definition of violence as stated in the California law was too vague and would not treat video games as protected speech. This opinion was upheld in lower courts, and supported by the Supreme Court's decision. The majority of the justices did not consider the studies brought to their attention as convincing evidence of harm, and stated that they could not create a new class of restricted speech that was not applied to other forms of media.[44][45][46] However, Justice Breyer's minority decision found the evidence more convincing.[47]

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Deana Pollard Sacks, Brad Bushman, and Craig A. Anderson objected to the ruling, claiming that the thirteen experts who authored the Statement on Video Game Violence on the Brown side were considerably more academically merited, and had on average authored over 28 times as many peer-reviewed journal articles about aggression/violence based on original empirical research as the signatories supporting the EMA, whereas the over 100 signatories supporting Brown had on average authored over 14 times as many.[48] Richard Hall, Ryan Hall, and Terri Day replied: "It is not surprising that Anderson and Bushman found their own qualifications and the qualifications of those who agree with them to be superior to the qualifications of those who disagree with them", and claimed that they might have used methodology which have undercounted contributions of some scholars.[49] On 3 April 2013, Dianne Feinstein, a Californian senator and Democrat, spoke in San Francisco to a group of 500 constituents about gun violence. She said video games have "a very negative role for young people, and the industry ought to take note of that" and that Congress might have to step in if the video game industry did not cease to glorify guns.[50]

Portrayal of religion

Main article: Religion and video games

While religion is seen as a serious topic, video games are considered entertainment.[51] As such, the use of religion and religious motifs in video games can sometimes be controversial. For example, Hitman 2: Silent Assassin (2002) sparked controversy due to a level featuring the killing of Sikhs within a depiction of their most holy site, the Harmandir Sahib.[52]

Portrayal of gender

Main article: Gender representation in video games

Some scholars have expressed the concern that video games may have the effect of reinforcing sexist stereotypes.[53] In 1998, a study by Dietz, conducted at the University of Central Florida, found that of thirty-three games sampled, 41% did not feature female characters, 28% sexually objectified women, 21% depicted violence against women, and 30% did not represent the female population at all. Furthermore, characterizations of women tended to be stereotypical: highly sexualized ("visions of beauty with large breasts and hips"), dependent ("victim or as the proverbial Damsel in Distress"), opponents ("evil or as obstacles to the goal of the game"), and trivial ("females depicted in fairly non-significant roles").[54] However, the study is criticized for not including a wide range of video games for study and for including old games published up to twenty years ago which do not represent current industry standards[citation needed], for example, an increased presence of strong female characters.[55][56]

In 2002, Kennedy considered the characteristics of the character, Lara Croft in the Tomb Raider video game series. She is presented as a beautiful, clever, athletic, and brave English archaeologist-adventurer. Lara Croft has achieved popularity with both males and females as an action heroine, although depending on what perspective is applied she can either represent 'a positive role model for young girls' or a 'combination of eye and thumb candy for the boys'.[57] Dietz's findings are supported by a survey commissioned in 2003 by Children Now. The survey found that gender stereotypes pervade most video games: male characters (52%) were more likely than females (32%) to engage in physical aggression; nearly 20% of female characters were hyper-sexualized in some way, while 35% of male characters were extremely muscular.[58][page needed]

In 2004, the game developer, Eidos, remodeled Lara Croft for Tomb Raider: Legend. The character was modified to have a more believable figure with less revealing clothing.[59] In 2005, Terry Flew, academic, expressed a similar opinion: gender bias and stereotyping exists in many games. Male characters are portrayed as hard bodied, muscled men while female characters are portrayed as soft bodied, nearly naked women with large breasts, portrayed in a narrowly stereotypical manner. Females are usually constructed as visual objects in need of protection who wait for male rescue, whereas men are portrayed with more power. According to Flew, such depiction of females in games reflects underlying social ideas of male dominance and themes of masculinity. Although not all video games contain such stereotypes, Flew suggests that there are enough to make it a general trait and that "...different genders have different gaming."[60][page needed]

Portrayal of sexual orientation and gender identity

Further information: LGBT themes in video games and List of LGBT characters in video games

Lesbian, gay, bisexual, and transgender (LGBT) characters have been depicted in some video games since the 1980s, with Caper in the Castro in 1989 as one of the first games focusing on LGBT themes.[61] LGBT content has been subject to changing rules and regulations by game companies.[62] These rules are generally examples of heterosexism in that heterosexuality is normalized while homosexuality is subject to additional censorship or ridicule.[63][64] Sexual orientation and gender identity were significant in some console and PC games, with the trend being toward greater visibility of LGBT identities, particularly in Japanese popular culture[65] and games marketed to LGBT consumers.[66][67][68]

Portrayal of race, nationality, and ethnicity

See also: Race and video games

Video games may influence the learning of young players about race and urban culture.[69] The portrayal of race in some video games such as the Grand Theft Auto series, Custer's Revenge, 50 Cent: Bulletproof[citation needed], and Def Jam: Fight for NY[citation needed] has been controversial. The 2002 game Grand Theft Auto: Vice City was criticized as promoting racist hate crime. The game takes place in 1986, in "Vice City", a fictionalized Miami. It involves a gang war between Haitian and Cuban refugees which involves the player's character.[70][71] However, it is possible to play the game without excessive killing.[72] The 2009 game Resident Evil 5 is set in Africa, and as such has the player kill numerous African antagonists. In response to criticism, promoters of Resident Evil 5 argued that to censor the portrayal of black antagonists was discrimination in itself.[73]

War-themed video games such as Medal of Honor: Warfighter and Call of Duty: Black Ops II have been criticized for how they portray Arab people and predominantly Islamic countries like Pakistan.[74]

Related to video game culture

Gaming addiction, gaming disorder, and other health-related concerns

Main article: Video game addiction

Video game addiction is the excessive or compulsive use of computer and video games that interferes with daily life. Instances have been reported in which users play compulsively, isolating themselves from family and friends or from other forms of social contact, and focus almost entirely on in-game achievements rather than broader life events.[75][76] The first video game to attract political controversy for its "addictive properties" was the 1978 arcade game Space Invaders.[77][78] One study from Chung Ang University observed that other structures affected by the use of video games include the anterior cingulate cortex and orbitofrontal cortex.[79] The results from this experiment suggest an increase in stimulation of these areas, resembling a pattern similar to those with substance dependence. Researchers interpreted their results of this increase in activity of the anterior cingulate and orbitofrontal cortices to be an indication of an early stage of video game addiction.[79]

The World Health Organization has included "gaming disorder" in the 11th edition of the International Statistical Classification of Diseases and Related Health Problems, which was approved by May 2019.[80][81][82] It was defined as "a pattern of persistent or recurrent gaming behaviour ('digital gaming' or 'video-gaming')", defined by three criteria: the lack of control of playing video games, priority given to video games over other interests, and inability to stop playing video games even after being affected by negative consequences.[83] The addition was contested by the video game industry and several academics, believing that its inclusion was too early and that more studies were needed.[84]

Main article: Video game-related health problems

Outside of mental health, medical researchers are concerned that long-term playing of video games can lead to musculoskeletal issues, vision impairment, and obesity.

Gaming culture and online harassment

See also: Cyberbullying § In gaming, and Sexism in video gaming

A further issue that can occur through gaming is online harassment or bullying behaviors. Esports communities seem to be particularly suffering from toxic behaviors. Especially in competitive esports games, negative behavior, such as harassment, can create barriers to players achieving high performance and can reduce players' enjoyment which may cause them to leave the game.[85] With its largely young, male-dominated population, gamers may exhibit habits and behaviors sometimes seen by outside groups as toxic and misogynistic, leading to harassment of other players.[86] A specific example of harassing behavior occurring within a game can be found in Xbox Live services. With its online chat and party system, this leaves the service open to unwanted harassment, trolling, or bullying to occur between players. To address these concerns, Microsoft made improvements with reputation levels for a player's Xbox Live account. The system is set to warn, then punish bad behavior in hopes of better regulating Xbox Live accounts.[87]

The anonymous nature of the internet may be a factor of encouraging anti-social behavior. This type of behavior expands to other parts of the internet separate from gaming, such as online forums, social media sites, etc. Lack of accountability for one's actions on the internet may encourage others to engage in harassing behavior. Without minimal threat of punishment, some may find it easier to carry out negative behavior over online gaming.[88] The Gamergate controversy that started in 2014 drew media attention to the negative portions of the culture of the video game community, highlighting the need to take steps against online harassment.[89]

Regarding whether attitudes towards women in games and gaming culture extend as far as misogyny, opinions have been divided. For example, VentureBeat writer Rus McLaughlin sees it as a status quo "ingrained in video-game DNA",[90] while Joe Yang (writing for the same source) regards such claims to be misleading, and sees misogyny as a problem where it does occur, but disputes that it is inherent or normative, or that the whole culture should be described that way.[91]

A further issue related to online behavior is the presence of younger players who may be exposed to behaviors of more mature players beyond the ability for parents to control this exposure, coupled with issues such as harassment and bullying. In the past, this has typically been controlled through the closed online environments from each of the major console systems that could maintain a safe environment, but with the wider availability of cross-platform play to allow console players on one system to play with those

DDoS attacks - according to NexusGuard, DDoS attacks increased by 287% in Q3 2020 and 77% of these attacks targeted the online gaming and gambling industries[124]
Teslacrypt, a ransomware attack that stops players from playing their favourite games unless they pay.[125]
ESEA hack compromised 1,503,707 player profiles leaving them open to further attacks and exploitation[126]
Syrk, a type of ransomware attack, which was disguised as a Fortnite cheat hack and which encrypts players' files and deletes them every two hours until they pay.[127]

Cheating

Main articles: Cheating in video games and Cheating in online games

Video games have nearly always been subject to cheating by players. Early on, prior to online games, cheating had little impact to other players and was considered innocuous: players would find secret cheat codes in games typically left as testing codes by the developer (such as the Konami code that would give them numerous lives or other bonuses), or there were devices that could edit a game cartridge's memory on the fly, such as the Game Genie. Players often developed trainers to extend options and give a player additional cheats for games with more advanced personal computer games. These cheats would allow players to complete games, and rarely would have any further advantage for the player.

As multiplayer games developed which used a client-server architecture, certain players began developing a number of tools like aimbots and wallhacks that modified the game on the client side for the benefit of that player, giving them an advantage over others. With the potential to earn in-game or real-world prizes within virtual economies from online games, these tools became more sophisticated with more and more features, with developers charging money to use these tools. This in turn led to game and middleware developers creating anti-cheat technology solutions to try to detect when these tools were being used to automatically ban such players from the game. This has led to a constant battle between the game developers and publishers to eliminate cheaters from their games, and cheat creators to find new methods to bypass these automated detection tools. As these cheats often violate acceptable use policies and other conditions for using the game, developers and publishers have also been successful in litigation against cheat developers as another means to stop their use.[128]

Related to cheating are similar means of exploiting video games for financial gains. Examples of such include gold farming, paying low-income labors to level characters or earn in-game items that can then be sold to players at a profit, and twinking or smurfing, paying skilled players to quickly level low-level characters.

Related to the video game industry

Workplace concerns

Main articles: Women and video games, Sexism and video games, and Race and video games

Just as with representation of women, LGBT, and minorities in video games themselves, these groups also can be marginalized within the video game development industry in Western markets. The industry is primarily made up of Caucasian, heterosexual males, according to 2017 industry studies, a result of the marketing of video games during the 70s and 80s. Experts have stressed the need to draw underrepresented groups into the industry to help developers gain broader insights for the stories and characters for video games, so that new games will appeal to the largest possible audiences.[129] While the industry has had isolated cases where minorities reported mistreatment, there had not yet been a moment like the Me Too movement in other entertainment fields as of 2021. However, with major legal cases of sexual misconduct towards female employees at Riot Games, Ubisoft and Activision Blizzard filed from 2018 to 2021, some analysts and academics see such a watershed moment for the video game industry to be approaching.[130][131]

Main article: Crunch (video games)

Video game developers are considered creative professionals and thus typically do not qualify for overtime pay.[132] Larger studios, particularly those backed by Triple A publishers, will frequently set game completion deadlines, and require employees to complete their tasks by this deadline, often requires several weeks of overtime work. This has become known as "crunch time" within the industry.[133] While infrequent periods of crunch time are tolerated, there have been several

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Further information: LGBT themes in video games and List of LGBT characters in video games

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Video game impacts on youth

Related to video game content (particularly violence), gaming addiction, and online harassment, there is ongoing concern that video games may have a negative impact on the development of children. Video games are commonly marketed towards younger audiences, and in a 2008 Pew Research Center study, 97% of teenagers from ages 12 to 17 played video games, with games featuring violent content generally among the preferred types of games these minors played.[9] Many of the studies related to linking violence and gambling addiction to video games are performed in consideration of how younger minds can be more susceptible to the possible effects. There has also been studies to try to consider positive effects of video games on youth development, since they encourage cognitive skills and thinking and cooperative participation.[94]

Some countries have adopted laws or regulations to limit minors' access to video games. Most notably is China, which was the first country to classify video games as having potentially addictive measures in 2008.[95] Since 2005, China has passed regulations that are aimed to regulate how long a minor can play a video game, with new regulations imposing more stricter means to track this. As of 2019, the current Chinese law limits minors to 90 minutes of video games each weekday, and three hours on weekends.[96][97] Other countries enforce content limits for video games that may be purchased by minors. The Australian Classification Board's content ratings have legal weight, preventing games that are refused classification from being sold and requiring strict checks on a purchaser's age for those given a rating of MA15+, R18+, or X18+.[98][99] Germany's Unterhaltungssoftware Selbstkontrolle also has similar restrictions on retail of games that are considered harmful to minors. Otherwise, these content rating systems are used as guidelines that are otherwise not directly enforceable, but typically still practiced in retail to prevent direct sale of mature titles to minors. For example, with the U.S.'s ESRB system, retailers generally will check age identification before selling M (mature) rated games to minors, and will refuse to stock AO (Adults Only) games.[100]

Other options to monitor and regulation video game playing by youth are given through parental controls implemented in hardware or software. According to the Entertainment Software Association (ESA) and the Entertainment Software Rating Board (ESRB), parents believe that parental controls on gaming consoles are useful.[101] Parents have resources they can use to gain more knowledge about the media that their children are consuming. Researchers of video game violence, Dr. Cheryl Olson and Dr. Lawrence Kutner, have compiled a list of advice for parents who want to better monitor their children.[102] The Entertainment Software Rating Board provides easy access to the ratings of a large database of video games.[103] Common Sense Media is database which shows the ratings of movies, games, TV shows, and other media. For each piece of media, it lists a suggested age rating, and scales that measure positive messages, language, violence, drug use, and consumerism. It also provides a summary of the content of the media from a fellow-parent's perspective.[104] The ESRB's website states that "Our rating system was established with the help of child development and academic experts, based on an analysis of other rating systems and what kind of information is valuable to parents. We found that consumers respond best to an age-based rating system that includes information about the content of a game. As games evolved, we found that parents place equal importance on understanding the ways in which some [video] games are played, such as interacting with others online and spending money on in-game items."[105]

Alt-right and far-right associations

A connection between video gaming and the alt-right has been suggested, tied to the Gamergate controversy in 2014, which contributed to a culture war at that time that continued with the election of Donald Trump as United States President.[106][107][108] The interactivity of video games may encourage players to gain enjoyment from far-right themes, which may potentially lead them to be more open to the extreme right positions, effectively being an incubator for the far right.[109] Based on this, some alt- and far-right groups have been discovered to be organizing efforts to reach out to other players in various competitive online games and forums, typically to the younger and male ones, to indoctrinate them into their ways of thinking. Since these game chats and forums typically go unmoderated, it has been difficult to detect and prevent such recruitment from occurring.[110][111]

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Cub Scout Division

#1 - Pack 89	Kennett, MO
#2 - Pack 15	Broadalbin, NY
#3 - Pack 31	Charlestown, NH

Boy Scout Division

#1 - Troop 236	Hurricane, WV
#2 - Troop 347	St. Augustine, FL
#3 - Troop 620	Salmon, ID

Venturing Division

#1 Crew 52	Deerfield, IL
#2 F1ght3rs	San Jose, CA
#3 Crew 515	Tracy, CA

Girl Scout Division

#1 GS Troop 4609	Moundsville, WV
#2 GS Troop 1846	Chicago, IL
#3 GS Troop 27	Gaylord, MI

Camp Division

#1 Camp Tesomas	Rhinelander, WI
#2 Camp V-Bar	Perkinston, MS
#3 Scout Camp	San Antonio, TX

MOST TOTAL POINTS

Cub Scout Division

#1 - Pack 15	Broadalbin, NY
#2 - Pack 411	San Jose, CA
#3 - Pack 92	East Troy, WI

Boy Scout Division

#1 - Troop 239	Claridge, PA
#2 - Troop 540	Madison, NC
#3 - Troop 740	Fayetteville, NC

Venturing Division

#1 Crew 540	Madison, NC
#2 Crew 515	Tracy, CA
#3 Crew 473	Flushing NY

Girl Scout Division

#1 GS Troop 1846	Chicago, IL
#2 GS Troop 4609	Moundsville, WV
#3 GS Troop 151	Palmdale, CA

Camp Division

#1 Camp Tesomas	Rhinelander, WI
#2 Scout Camp	San Antonio, TX
#2 Camp V-Bar	Perkinston, MS

(A tie for #2)

Top three units from each division are above!

Out of the Box Publishing would like to thank Scouting, adult volunteers, and the players for participating in this year's ***Team BLINK Challenge!***

Keep playing! *BLINK* players can still get timed and rated. The fun continues with the **Team *BLINK* Open.** Units already signed-up may continue to record times and keep working on achieving the Master Level patches!

New units may sign-up for the Team *BLINK* Open at www.teamblinkopen.com.



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